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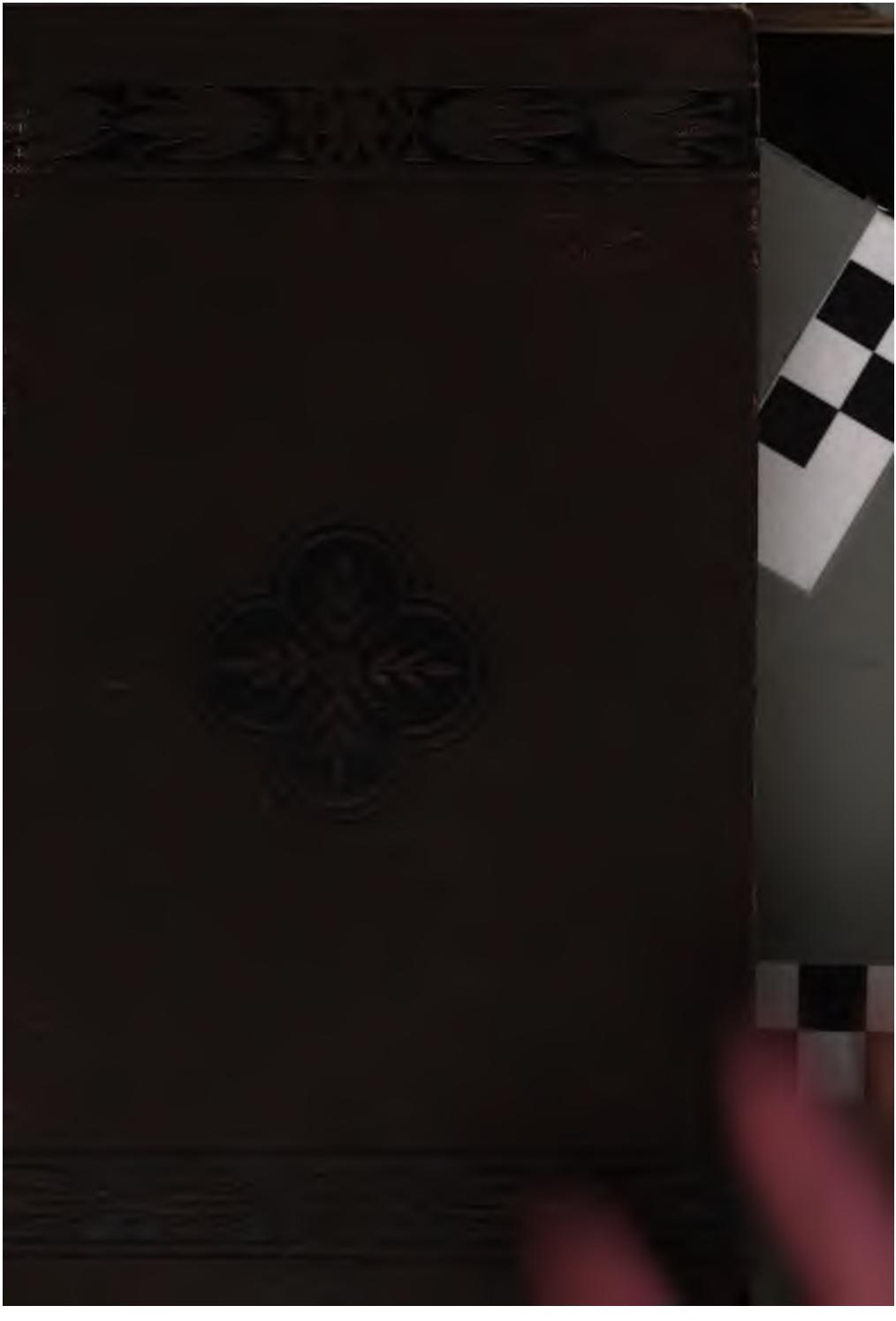
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VINGT-UN,	EO,	EUCHRE,
LANSQUENET,	PAM-LOO,	BLUFF, or POKER,
PHARO,	BRAG,	TWENTY-DECK POKER,
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CASSINO,	THIRTY-ONE,	
REVERSIS,	CHESS,	

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With American Additions.

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THE very high reputation which Hoyle's Games have deservedly maintained for nearly a century, has led to innumerable Editions of his Treatises — all, as the phrase is, "revised," "corrected," "much improved," and "considerably enlarged." But it seems to have escaped the observation of his numerous Editors, that Hoyle wrote for those who were previously in some measure acquainted with the mode of playing the various games of which he treats, and that his Work was intended rather to enlighten the already instructed, than to instruct the wholly uninitiated. In this Edition, an attempt has been made — successfully, it is confidently hoped — to incorporate the "Reading made Easy" with the "Grammar" and "Philosophy" of Cards — in other words, to give such a plain and perspicuous description of each game, from the cutting for deal to scoring the last point, as will enable the person who never saw a pack of cards, by perusing the three or four prefatory pages, and the treatise on the game he wishes to acquire a knowledge of, to understand its principles, and, with a little practice, to play it well.

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HOYLE'S GAMES.

BOASTON.

The game of Boaston is played by four persons, with a complete pack of cards, which are dealt in the same manner as at whist, except that the last is not to be turned up. The players put 8 counters or fish each into the pool, and the dealer four additional. During each deal, the person opposite to the dealer should shuffle another pack to be cut by his right hand neighbor, and turn up a card for the First Preference; the suit of the same color, whether red or black, is styled Second Preference, and the other two are common suits. The player who misdeals puts four counters more into the pool, and deals again.

EXPLANATION OF TERMS.

Boaston.—To get five or more tricks.
Petit Misere.—To lose the whole twelve tricks after having put out one card, which is not to be shown.
Grand Misere.—To lose every trick without putting out a card.
Petit Misere Ouvert.—To put out a card, then exhibit your hand, play it, and lose the 12 tricks.
Grand Misere Ouvert.—To lose every trick without putting out a card, your hand being exhibited.
Grand Slam.—To gain every trick.

The following table exhibits these chances in the order in which they rank or supersede each other:—

THE BOASTON TABLE	Tricks to be won by the		Reckoning for the Game.			
	Player.	Partner.	First Preference.	Second Preference.	Common Bulls.	Misere.
Boaston	5	3	4	2	1	—
Petit Misere	—	—	—	—	—	4
Boaston	6	4	8	4	2	—
Boaston	7	5	12	6	3	—
Grand Misere	—	—	—	—	—	8
Boaston	8	—	16	8	4	—
Boaston	9	—	20	10	5	—
Petit Misere Ouvert	—	—	—	—	—	16
Boaston	10	—	24	12	6	—
Boaston	11	—	28	14	7	—
Grand Misere Ouvert	—	—	—	—	—	32
Boaston	12	—	32	16	8	—
Grand Slam	13	—	36	18	9	—

MODE OF PLAYING.

If neither of the players undertake any of the above chances, they say in rotation, beginning with the elder hand, "*Pass*," and there must be another deal, the new dealer putting four more counters into the pool.

If, on the contrary, the elder hand thinks he can get five tricks, he says "*1st Boaston.*" But if the second player undertakes "*Petit Misere*," he supersedes the first, and may in his turn be superseded by the third engaging to get six or seven tricks, which he announces by saying "Boaston," and naming the number of tricks. The fourth hand or dealer may also supersede the third by undertaking Grand Misere, or any of the chances lower down on the table. In short, whoever undertakes to *do more* than the other players has the preference. If he is to play Boaston he leads, and names which ever suit he pleases for trump; but if he is to play Misere, the elder hand leads, and in this case there are no trumps. Boaston likewise, if he has not undertaken more than 7 tricks, may say whether he chooses to have a partner; and if so, any person who engages to get the requisite number of tricks (two less than Boaston has undertaken, as appears from the table) may answer "Whist," the right of answering beginning with Boaston's left hand neighbour. When this is settled, the playing

goes on as at whist, except that the partners need not sit opposite to each other, and every one is to take up his own tricks.

If Boaston and his partner get the number of tricks they undertook, or more, they are entitled to the counters in the pool at the time, called the Bets; and besides, the number of tricks they have won, added to the honours they both held, is to be multiplied by the number in the table opposite to the tricks they undertook, and under the name of the suit the trumps was in; the product must then be divided by 10, and the quotient shows the number of counters they are each entitled to receive from the other players.—Should the product be less than 10, one counter is to be paid to each; if 15, and under 25, two counters; if 25, and under 35, three counters; and so on.

For example, suppose they undertake 5 and 3 tricks, and get 9, having two honours, the trump in second preference, 9 tricks and two honours added make 11, which multiplied by 2 (the figure under Second Preference, opposite to Boaston 5) gives 22, considered as 20, being under 25; divided by 10, the quotient is 2, and each of the players receives two counters from the other two.

Nearly the same process shows what each pays to the other players when they fail to get the requisite number of tricks. The number of tricks deficient is added to the number undertaken, and the honours being added to that, the sum is multiplied and divided as before, and the quotient shows the number of counters to be paid by the unsuccessful players to the rest of the party. For instance, suppose they undertake 6 and 4, having 4 honours, the trump in the first preference; if they get but 8, the 2 deficient, added to the 10 undertaken, with four honours, make 16, which multiplied by 8, as in the table, the product is 128, considered 130; and this divided by 10, gives 13 counters payable by them to each of the other players. Besides this, they pay a Baste to the pool, equal to the number they would have taken from it had they been successful; this is not put directly into the pool, but kept in reserve to replenish it when exhausted, and each baste is kept separate, and the largest put in first.

It must be observed that these losses are defrayed jointly when both player and partner fail to get their requisite number of tricks; but if one succeeds and the other not, the party failing bears the whole loss. But if one gets a trick less than his number, and the other a trick more, they are *jointly* successful, and share the gains equally; and when Boaston plays alone, or without a partner, the gain or loss is of course all his own, and he pays to or receives from each of the other *three* players the counters won or lost, besides the pool.

In playing any of the four modifications of "Misere," the player loses or gains, as he is successful or otherwise, the

contents of the pool, and pays to or receives from each of the other three, the number of counters opposite to the chance he plays, and under the head Misere, in the table. The gain or loss in playing "Grand Slam" is calculated in the same way as Boaston. As soon as a trick is gained in playing Misere, or one lost in playing Grand Slam, the deal is at an end.

When the pool happens to be exhausted, and no baste in reserve, it must be furnished afresh as at first.

If there are several bastes on the table, and the parties wish to finish the game, they may either share the counters, or put them all into the pool at once.

BLIND HOOKEY.

This is purely a game of chance, without any limit as to the number of players, but is best suited to a party of four, six, or ten. Each player cuts for the deal, which is decided in the same manner as at Whist. The pack being then shuffled by the player on the dealer's right hand, may be again shuffled by the dealer himself, and being cut by the right hand player, is placed by the dealer before the player on his left hand. He cuts a parcel for himself, consisting of not less than four cards, nor of more than shall allow an equal number at least to all the players, and lays them before him with the faces downwards. All the players having done the same, and a small parcel being left for the dealer, he also lays it before him, face downwards. Each player then places upon the parcel of cards before him, the stake which he is inclined to go for, and all the party having followed his example, the dealer forthwith turns up his parcel, for he is obliged to set the players in the amount they decide to venture. The dealer having turned up his parcel, the left-hand player does the same, and whoever turns up the highest card wins the stake, but should the cards "tie," that is, be of equal value, the dealer wins. This is a considerable advantage, and consequently the deal is many points in the favor of the holder. It may be sold, and the buyer being out, which results from his turn-up card being lower than any that is turned up by any of the players, it returns to the player on the left-hand of the dealer who sold it. This is the principle upon which Blind Hookey is commonly played.

THE GAME OF WHIST.

WHIST is a well-known game at cards, which requires great attention and silence: hence the name. It is played by four persons, who cut the cards for partners. The two highest and the two lowest are together, and the partners sit opposite to each other. The person who cuts the lowest card is to deal first. In cutting, the ace is lowest.

Each person has a right to shuffle the cards before the deal; but it is usual for the elder hand only, and the dealer after.

The pack is then cut by the right hand adversary; and the dealer distributes the cards, one by one, to each of the players, beginning with the person who sits on his left hand, till he comes to the last card, which he turns up, being the trump, and leaves on the table till the first trick is played.

The person on the left hand side of the dealer is called the elder hand, and plays first; whoever wins the trick, becomes elder hand, and plays again; and so on, till the cards are played out.

The tricks belonging to each party should be turned and collected by the respective partner of whoever wins the first trick.

All above six tricks reckon towards the game.

The ace, king, queen, and knave of trumps, are called honours: and if three of these honours have been played between, or by either of the two partners, they reckon for two points towards the game; and if the four honours have been played between, or by either of the two partners, they reckon for four points towards the game.

The game consists of ten points.

No one, before his partner has played, may inform him that he has, or has not, won the trick: even the

attempt to take up a trick, though won, before the last partner has played, is deemed very improper

No intimations of any kind, during the play of the cards, between partners, are to be admitted. The mistake of one party is the game of the other. There is, however, one exception to this rule, which is in case of a revoke. If a person does not follow suit, or trumps a suit, the partner is at liberty to inquire of him, whether he has none of that suit in his hand. This indulgence must have arisen from the severe penalties annexed to revoking, which affects the partners equally, and is now generally admitted.

TERMS USED IN THE GAME OF WHIST.

Finessing, is the attempt to gain an advantage thus: if you have the best, and third best card of the suit led, you put on the third best, and run the risk of your adversary's having the second best: if he has it not, which is two to one against him, you then gain a trick.

Forcing, is playing the suit of which your partner, or adversary, has not any, and which he must trump in order to win.

Long Trump, means the having one or more trumps in your hand, when all the rest are out.

Loose Card, is a card of no value, and consequently the most proper to throw away.

Points, ten of them constitute the game: as many as are gained by tricks or honours, so many points are set up to the score of the game.

Quart, is four successive cards in any suit.

Quart-Major, is the sequence of ace, king, queen, and knave.

Quint, is five successive cards in any suit.

Quint-Major, is a sequence of ace, king, queen, knave, and ten.

See-Saw, is when each partner trumps a suit, and when they play those suits to each other for that purpose.

Score, is the number of points set up. The following is the most approved method of scoring:

1	2	3	4	5	6	7	8	9
				0	0	00	000	0
0	00	000	0000	00	000	0	0	0
								0

Slam, is when either party wins every trick.

Tenace, is possessing the first and third best cards, and being last player: you consequently catch the adversary when that suit is played: as, for instance, in case you have ace and queen of any suit, and your adversary leads that suit, you must win two tricks, by having the best and third best of the suit played, and being last player.

Terce, is three successive cards in any suit.

Terce Major, is a sequence of ace, king, and queen.

AN ARTIFICIAL MEMORY, FOR THOSE WHO PLAY AT THE GAME OF WHIST.

As the great art of playing this game well, depends on a proper recollection of the cards that have been played, and also of those remaining in the hand, we particularly recommend the following seven Rules to the attention of the learner:

1. Place your trumps on the left of all other suits in your hand; your best or strongest suit next; your second best next; and your weakest last on the right hand.

2. If, in the course of play, you find you have the best card remaining of any suit, place it to the right of them, as it will certainly win a trick, after all the trumps are played.

3. When you find you are possessed of the second best card of any suit to remember, place it on the right hand of that card you have already to remember as the best card remaining.

4. When you are possessed of the third best cards of any suit, place a small card of that suit between the second best card and your third best.

5. In order to remember your partner's first lead, place a small card of the suit led, entirely to the left of your trumps.

6. When you deal, put the trump turned up, to the left of all your trumps, and keep it as long as you are able, that your partner may know you still have that trump left.

7. As a revoke is of material consequence in the game, a strict observance of the following rules will enable you to discover when and in what suit your adversary has revoked.

Suppose the two suits on your right hand to represent

you: adversaries in the order they sit, as to your right and left hand

When you have reason to suspect that either of them have made a revoke in any suit, clap a small card of that suit among the cards representing that adversary. By this means you record, not only that there may have been a revoke, but also, which of them made it, and in what suit.

LAWS OF THE GAME OF WHIST.

Of Dealing.

1. If a card is turned up in dealing, the adverse party may call a new deal, unless they have looked at or touched the cards, so as to occasion it—but if any card is faced except the last, there must be a new deal.

2. If any player have only twelve, and does not find it out till several tricks are played, and the rest have their right number, the deal stands good, and the person who played with the twelve cards is to be punished for each revoke he has made. But if either of the players should have fourteen cards, the deal is lost.

3. The dealer should leave his trump card upon the table, till it is his turn to play; and after he has mixed it with his other cards, no one has a right to demand what card was turned up, but may ask what is trumps.

4. If any player take up, or look at the cards while they are dealing out, the dealer, if he should misdeal, has a right to deal again, unless it is his partner's fault.

5. If the dealer does not turn up the trump card, the deal is lost.

Of playing out of turn.

6. If any person plays out of his turn, it is in the option of either of his adversaries to call the card so played, or to require of the person who ought to have led, the suit the said adversary may choose.

7. If a person supposes he has won the trick, and leads again before his partner has played, the adversary may oblige his partner to win it if he can.

8. If a person leads, and his partner plays before his turn, the adversary's partner may do the same.

9. If the ace or any other card of a suit is led, and the last player should play out of his turn, whether his partner has any of the suit led or not, he is neither entitled to trump it, nor to win the trick.

Of Revoking.

10. If a revoke is made, the adversary may add three to their score, or take three tricks from the revoking party, or take down three from their score; and if up, notwithstanding the penalty, they must remain at nine; the revoke takes place of any other score of the game.

11. If any person revokes, and discovers it before the cards are turned, the adversary may call the highest or lowest of the suit led, or call the card then played.

12. No revoke can be claimed till the trick is turned and quitted, or the party who revoked, or his partner have played again.

13. If a revoke is claimed by any person, the adverse party are not to mix their cards, upon forfeiture of the revoke.

14. No person can claim a revoke after the cards are cut for a new deal.

15. No player is to play the card called, if it cause a revoke.

Of calling Honours.

16. When you are eight, if you have two honours dealt you, you may ask your partner before you play a card, if he has one, if he has, he shows it, and the game is won.

17. If any person calls except at the point of eight, the adversary may call a new deal.

18. If the trump card is turned up, no person must remind his partner to call, on penalty of losing one point.

19. If any person calls at eight, after he has played, it is in the option of the adverse party to call a new deal.

20. If any person calls at eight, and his partner answers, and the adverse party have both thrown down their cards, and it appears they have not the honours, they may either stand the deal or have a new one.

21. If any person answers without having an honour, the adversary may consult and stand the deal or not.

22. No honours in the preceding deal can be set up, after the trump card is turned up, unless they were before claimed.

Of separating and showing the Cards.

23. If any person separates a card from the rest, the adverse party may call it. provided he names it, and

proves the separation: but if he calls a wrong card, he or his partner is liable for once to have the highest or lowest card called in any suit led during that deal.

24. If any person, supposing the game lost, throws his cards upon the table with their faces upwards, he may not take them up again, and the adverse party may call any of the cards.

25. If any person is sure of winning every trick in his hand, he may show his cards, but he is then liable to have them called.

Of omitting to play a Trick.

26. If any person omits playing to a trick, and it appears he has one card more than the rest, it is in the option of the adversary to have a new deal.

Respecting who played a particular Card.

27. Each person, in playing, may require each person to lay his card before him, but not inquire who played any particular card.

SHORT RULES FOR LEARNERS.

Before we enter upon the more complex points of the game, we recommend the learner to commit the following twenty four Rules to memory.

1. Lead from your strong suit, and be cautious how you change suits.
2. Lead through an honour when you have a good hand
3. Lead through the strong suit, and up to the weak, but not in trumps, unless you are very strong in them.
4. Lead a trump, if you have four, or five, or a strong hand; but not if weak.
5. Sequences are eligible leads, and begin with the highest.
6. Follow your partner's lead; but not your adversary's.
7. Do not lead from ace queen, or ace knave.
8. Do not lead an ace, unless you have the king.
9. Do not lead a thirteenth card, unless trumps are out.
10. Do not trump a thirteenth card, unless you are last player, or want the lead
11. Play your best card third hand.

12. When you are in doubt, win the trick.
13. When you lead small trumps, begin with the highest.
14. Do not trump out, when your partner is likely to trump a suit.
15. Having only a few small trumps, make them when you can.
16. Make your tricks early, and be cautious how you finesse.
17. Never neglect to make the odd trick when in your power.
18. Never force your adversary with your best card, unless you have the next best.
19. If you have only one card of any suit, and but two or three small trumps, lead the single card.
20. Always endeavour to keep a commanding card to bring in your strong suit.
21. When your partner leads, endeavour to keep the command in his hand.
22. Always keep the card you turned up as long as you conveniently can.
23. If your antagonists are eight, and you have no honour, play your best trump.
24. Always attend to the score, and play the game accordingly.

GENERAL RULES FOR BEGINNERS.

1. When it is your lead, begin with your best suit. If you have sequence of king, queen, and knave, or queen, knave, and ten, they are sure leads, and will always gain the tenace to yourself, or partner, in other suits. Begin with the highest of a sequence, unless you have five: in that case, play the lowest (except in trumps, when you must always play the highest,) in order that you may get the ace or king out of your partner's or adversary's hand; by which means you make room for your suit.
2. When you have five small trumps, and no good cards in the other suits, trump out. It will have this good effect, to make your partner the last player, and by that means give him the tenace.
3. When you have only two small trumps, with ace and king of two other suits, and a deficiency of the fourth suit, make as many tricks as you can immedi-

ately; and if your partner should refuse either of your suits, do not force him, as that may weaken his game too much.

4. It is seldom necessary for you to return your partner's lead immediately, if you have good suits of your own play; unless it be to endeavour to save or win a game. A good suit is when you have sequence of king, queen, and knave, or queen, knave, and ten.

5. When you are each five tricks, and you are certain of two tricks in your own hand, do not fail to win them in expectation of scoring two that deal; because if you lose the odd trick it makes a difference of two, and you play two to one against yourself. There is, however, one exception to this rule, and that is, when you see a probability of saving your lurch, or of winning the game; in either of which cases you are to risk the odd trick.

6. If you have a probability of winning the game, always risk a trick or two: because the share of the stake which your adversary has by a new deal, will amount to more than the point or two which you risk by that deal.

7. When your adversary is six or seven love, and it is your turn to lead, in that case you ought to risk a trick or two, in hopes of putting your game upon an equality; therefore admitting you have the queen or knave, and one other trump, and no good cards in any other suit, play out your queen or knave of trumps; by which means you strengthen your partner's game if he is strong in trumps, and if he is weak, you do him no injury.

8. When you are four of the game, you must play for an odd trick, because it saves one half of the stakes you are playing for; and, in order to win the odd trick, though you are pretty strong in trumps, be very careful how you trump out. What is meant by being strong in trumps, is in case you have one honour and three trumps.

9. When you are nine of the game, and though strong in trumps, observe that there is a chance of your partner's trumping any of the adversary's suits, in that case do not trump out, but give him an opportunity of trumping those suits. If your game is scored, 1, 2, or 3, you must play the reverse; and also at 5, 6, or 7; because in these two last recited cases, you play for more than one point.

10. When you are last player, and observe that the third hand cannot put a good card on his partner's lead, provided you have no good game of your own to play, return your adversary's lead. This will give your partner the tenace in that suit, and very often forces the adversary to change suits, and consequently gains the tenace in that suit also.

11. When you have ace, king, and four small trumps, begin with a small one; because it is an equal chance that your partner has a better trump than the last player; if so, you have three rounds of trumps, if not, you cannot fetch out all the trumps.

12. When you have ace, king, knave, and three small trumps, begin with the king, and then play the ace, (except one of the adversaries refuses trumps) because the odds is in your favour that the queen falls.

13. When you have king, queen, and four small trumps, begin with a small one; because the chance is in your favour that your partner has an honour.

14. When you have king, queen, ten, and three small trumps, begin with the king; because you have a fair chance that the knave will fall in the second round, or you may wait to finesse your ten upon the return of trumps from your partner.

15. When you have queen, knave, and four small trumps, you must begin with a small one; because the chance is in your favour that your partner has an honour.

16. When you have queen, knave, nine, and three small trumps, you must begin with the queen; because you have a fair chance that the ten falls in the second round; or you may wait to finesse the nine.

17. When you have knave, ten, and four small trumps, you must begin with a small one; because the chance is in your favour that your partner has an honour.

18. When you have knave, ten, eight, and three small trumps, you must begin with the knave, in order to prevent the nine from making a trick; and the odds is in your favour that the three honours fall in two rounds.

19. When you have six trumps of a lower denomination, begin with the lowest, unless you should have ten, nine, and eight, and an honour turns up against you; in that case, if you are to play through the honour, begin with the ten, which obliges your adversary to play his honour to his advantage, or leaves it in your partner's option whether you will pass it or not.

20. When you have an ace, king, and three small trumps, begin with a small one, for the reason assigned in No. 15.

21. When you have ace, king, and knave, and two small trumps, begin with the king; which, next to a moral certainty, informs your partner that you have ace and knave remaining; then putting the lead into your partner's hand, he plays you a trump; upon which you are to finesse the knave, and no ill consequences can attend such play, unless the queen lies behind you single.

22. When you have a king, queen, and three small trumps, begin with a small one, for the reason assigned in No. 15.

23. When you have king, queen, ten, and two small trumps, begin with the king, for the reason assigned in No. 21.

24. When you have queen, knave, and three small trumps, begin with a small one, for the reason assigned in No. 15.

25. When you have queen, knave, and nine, and two small trumps, begin with the queen, for the reason assigned in No. 16.

26. When you have knave, ten, and three small trumps, begin with a small one, for the reason assigned in No. 15.

27. When you have knave, ten, eight, and three small trumps, begin with the knave, because in two rounds of trumps it is odds but the nine falls; or, upon the return of trumps from your partner, you may finesse the eight.

28. When you have five trumps of a lower denomination, begin with the lowest, unless you have a sequence of ten, nine, and eight; in that case begin with the highest.

29. When you have ace, king, and two small trumps, begin with a small one, for the reason assigned in No. 15.

30 When you have ace, king, and knave, and one small trump, begin with the king, for the reason assigned in No. 21.

31. When you have king, queen, and two small trumps, begin with a small one, for the reason assigned in No. 15.

32. When you have king, queen, ten, and one small trump, begin with the king, and wait for the return of

trumps from your partner, when you are to finesse your ten, in order to win the knave.

33. When you have queen, knave, nine, and one small trump, begin with the queen, in order to prevent the ten from making a trick.

34. When you have knave, ten, and two small trumps, begin with a small one, for the reason assigned in No. 15.

35. When you have knave, ten, eight, and one small trump, begin with the knave, in order to prevent the nine from making a trick

36. When you have ten, nine, eight, and one small trump, begin with the ten, which leaves it in your partner's discretion whether he will pass it or not.

37. When you have ten, and three small trumps, begin with a small one.

EIGHT PARTICULAR RULES.

1. When you have ace, king, and four small trumps, with a good suit, play three rounds of trumps, otherwise you are in danger of having your strong suit trumped.

2. When you have king, queen, and four small trumps, with a good suit, trump out with the king; because, when you have the lead again, you will have three rounds of trumps.

3. When you have king, queen, ten, and three small trumps with a good suit, trump out with the king, in hopes of the knave's falling at the second round; and do not wait to finesse the ten, lest your strong suit should be trumped.

4. When you have queen, knave, and three small trumps, with a good suit, you must trump out with a small one.

5. When you have queen, knave, nine, and two small trumps, with a good suit, trump out with the queen, in hopes that the ten will fall at the second round; and so not wait to finesse the nine, but trump out a second time, for the reason assigned in No. 3.

6. When you have knave, ten, and three small trumps, with a good suit, trump out with a small one.

7. When you have knave, ten, eight, and two small trumps, with a good suit, trump out with the knave, in hopes that the nine will fall at the second round.

8. When you have ten, nine, eight, and one small trump, with a good suit, trump out with the ten.

PARTICULAR GAMES.

Games whereby you are assured that your partner has no more of the suit played either by yourself or him; with Observations.

1. Suppose you lead from queen, ten, nine, and two small cards of any suit, the second hand puts on the knave, your partner plays the eight; in this case, you having queen, ten, and nine, it is a demonstration, if he plays well, that he can have no more of that suit. By this discovery, therefore, you may play your game accordingly, either by forcing him to trump that suit, if you are strong in trumps, or by playing some other suit.

2. Suppose you have king, queen, and ten of a suit, and you lead your king, your partner plays the knave, this clearly demonstrates that he has no more of that suit.

3. Suppose you have king, queen, and several more of a suit, and you begin with the king: in some cases it is good play in your partner, when he has the ace, and only one small card in that suit, to win his partner's king with his ace; for suppose he is very strong in trumps, by taking his partner's king with his ace, he trumps out, and after he has cleared the board of trumps, he returns his partner's lead; and having parted with the ace of that suit, he has made room for his partner to make that whole suit; which possibly could not have been done, if he had kept the command in his hand.

4. And supposing his partner has no other good card in his hand beside that suit, he loses nothing by the ace's taking his king; but if it should so happen that he has a good card to bring in that suit, he gains all the tricks which he makes in that suit, by this method of play. And as your partner has taken your king with the ace, and trumps out upon it; you have reason to suppose he has one of that suit to return you: therefore do not throw away any of that suit, even to keep a king or queen guarded

Games both to endeavour to deceive and distress your adversaries, and to demonstrate your game to your partner.

1. Suppose I play the ace of a suit of which I have ace, king, and three small ones; the last player does not

choose to trump it, having none of the suit; if I am not strong enough in trumps, I must not play out the king, but keep the command of that suit in my hand by playing a small one; which I must do in order to weaken his game.

2. If a suit is led, of which I have none, and there is a great probability that my partner has not the best of that suit, in order to deceive the adversary, I throw away my strong suit; but to clear up doubts to my partner when he has the lead, I throw away my weak suit. This method of play will generally succeed, unless with very good players; and even with them you will more frequently gain than lose by this method of play

Particular games to be played by which you run the risk of losing one trick only to gain three.

1. Suppose clubs to be trumps, a heart is played by your adversary; your partner having none of that suit, throws away a spade; you are then to judge that his hand is composed of trumps and diamonds; and suppose you win that trick, and being too weak in trumps, you dare not force him; and suppose you should have king, knave, and one small diamond, and further, suppose your partner to have queen, and five diamonds; in that case, by throwing out your king in your first lead, and your knave in your second, your partner and you may win five tricks in that suit; whereas if you had led a small diamond, and your partner's queen having been won with the ace, the king and knave remaining in your hand obstructs the suit; and though he may have the long trump, yet by playing the small diamond, and his long trump having been forced out of his hand, you lose by this method of play three tricks in that deal.

2. Suppose in the like case of the former, you should have queen, ten, and one small card in your partner's strong suit, (which is to be discovered by the former example,) and suppose your partner to have knave and five small cards in his strong suit; you have the lead, are to play your queen; and when you play again you are to play your ten; and suppose him to have the long trump, by this method he makes four tricks in that suit.

3. In the above examples you are supposed to have the lead, and by that means have had an opportunity of throwing out the best cards in your hand of your partner's strong suit, in order to make room for the whole

suit; we will now suppose your partner is to lead, and in the course of play it appears to you that your partner has one great suit; suppose ace, king, and four small ones, and that you have queen, ten, nine, and a very small one of that suit; when your partner plays the ace, you are to play the nine; when he plays the king, you are to play the ten; by which means you see, in the third round you make your queen, and having a small one remaining, you do not obstruct your partner's great suit; whereas, if you had kept your queen and ten, and the knave had fallen from the adversaries, you had lost two tricks.

4. If, as in the former case, you find your partner has one great suit, and that you have king, ten, and a small one of that suit; your partner leads the ace, in that case play your ten, and in the second your king: this method is to prevent a possibility of obstructing your partner's great suit.

5. If your partner has ace, king, and four small cards in his great suit, and you have queen, ten, and a small card in that suit; when he plays his ace, play your ten, and when he plays his king, play your queen; by which method of play, you only risk one trick to get four.

Particular games to be played when either of your adversaries turns up an honour.

1. If the knave is turned up on your right hand, and you have king, queen, and ten; in order to win the knave, begin to play with your king: by this play, your partner will suppose you have queen and ten remaining; especially if you have a second lead, and do not proceed to your queen.

2. If the knave is turned up as before, and you have ace, queen, and ten, play the queen, which answers the purpose of the above rule.

3. If the queen is turned up on your right hand, and you have ace, king, and knave, by playing the king, it also answers the purpose of the above rule.

4. If an honour is turned up on your left hand, and you should hold no honour, in that case, play trumps through that honour; but in case you should hold an honour, (except the ace) be cautious how you play trumps, because in case your partner holds no honour, your adversary will play your own game upon you.

A case to demonstrate the danger of forcing your partner.

Suppose you have a quint-major in trumps, with a quint-major and three small cards of another suit, and have the lead; if your adversaries have only five trumps in either hand, in this case you will win every trick.

On the contrary, suppose your left hand adversary has five small trumps, with a quint-major and three small cards of another suit, and that he has the lead, and forces you to trump first, you will win only five tricks.

A case to demonstrate the advantage to be gained by a Saw.

Suppose A and B partners, and that A has a quart-major in clubs, they being trumps, another quart-major in hearts, another quart-major in diamonds, and the ace of spades. And let us suppose that the adversaries C and D to have the following cards; viz. C has four trumps, eight hearts and one spade; D has five trumps and eight diamonds; C being to lead, plays a heart, D trumps it; D plays a diamond, C trumps it; and thus; pursuing the saw, each partner trumps a quart-major of A's, and C being to play at the ninth trick, plays a spade, which D trumps: thus C and D have won the nine first tricks, and leave A with his quart major in trumps only.

This case shows, that whenever you can establish a saw, it is your interest to embrace it.

Directions for putting up at second hand, King, Queen, Knave, or Ten, of any suit, &c.

1. Suppose you have the king, and one small card of any suit, and your right hand adversary plays that suit; if he is a good player, do not put up the king, unless you want the lead; because a good player seldom leads from a suit of which he has the ace, but keeps it in his hand (after the trumps are played out) in order to bring in his strong suit.

2. If you have a queen, and one small card of any suit, and your right hand adversary leads that suit, do not put on the queen; because, suppose the adversary has led from the ace and knave, in that case, upon the return of that suit, your adversary finesses the knave,

which is generally good play, especially if his partner has played the king, you then thereby make your queen; but by putting on the queen, it shows your adversary that you have no strength in that suit, and, consequently, puts him upon finessing upon your partner throughout that suit.

3. In case you should have the knave, or ten of any suit, with a small card of the same suit, it is generally bad play to put up either of them at second hand; because it is five to two that the third hand has either ace, king, or queen of the suit led: it therefore follows that as the odds against you are five to two, and though you may sometimes succeed by this method of play, yet in the main you must be a loser; because it demonstrates to your adversaries, that you are weak in that suit, and, consequently, they finesse upon your partner throughout the whole of that suit.

4. Suppose you have ace, king, and three small cards of a suit; your right hand adversary leads that suit; upon which you play your ace, and your partner plays the knave. If you are strong in trumps, return a small one in that suit, in order to let your partner trump it: by this means you keep the command of that suit in your own hand, and at the same time it gives your partner an intimation that you are strong in trumps; and, therefore, he plays his game accordingly.

Directions how to play when an Ace, King, or Queen, is turned up on your right hand.

1. If the ace is turned up on your right hand, and you have ten and nine of trumps only, with ace, king, and queen of another suit, and eight cards of no value, begin with the ace of the suit of which you have the ace, king, and queen, which is an intimation to your partner that you have the command of that suit; then play your ten of trumps, because it is five to two that your partner has king, queen, or knave of trumps; and though it is about seven to two that your partner has not two honours, yet, should he chance to have them, and they prove to be the king and knave, in that case, as your partner will pass your ten of trumps, and as it is thirteen to twelve against the last player's holding the queen of trumps, if your partner has it not, in that case, when your partner has the lead, he plays to your strong suit, and upon your having the lead, you are to play the

nine of trumps, which puts it in your partner's power to be almost certain of winning the queen, if he lies behind it.

2. The like method of play may be used, if the king or queen is turned up on your right hand: but you are always to distinguish the difference of your partner's capacity; because a good player will make a proper use of such play, but a bad one seldom, if ever.

3. If the adversary on your right hand leads a king of trumps, and you have the ace and four small trumps, with a good suit, in this case it is your interest to pass the king, and though he should have king, queen, and knave of trumps, with one more, if he is a moderate player, he will play the small one, supposing that his partner has the ace: when he plays the small one, you are also to pass it, because it is an equal chance that your partner has a better trump than the last player. If so, and he happens to be a tolerable player, he will judge you have a sufficient reason for this method of playing, and consequently, if he has a trump left, he will play it, if not, he will play his best suit.

Directions how to play when the Ten or Nine is turned up on your right hand.

1. When the ten is turned up on your right hand, and you have king, knave, nine, and two small trumps, with eight other cards of no value, and it is proper to lead trumps, in that case, begin with the knave, in order to prevent the ten from making a trick; and though it is but about five to four that your partner holds an honour, yet if that should fail, by finessing your nine on the return of trumps from your partner, you have the ten in your power.

2. If the nine is turned up on your right hand and you should have knave, ten, and eight, and two small trumps, by leading the knave, it answers the like purpose of the above case.

3. You must always make a distinction between a lead of choice, and a forced lead of your partner's: because, in the first case, he is supposed to lead from his best suit, and finding you deficient in that suit, and not being strong enough in trumps, nor daring to force you, he then plays his next best suit; by which alteration of play it is next to a certainty that he is weak in trumps: but should he persevere, by playing off his first lead

if ne is a good player, you are to judge him strong in trumps, and it is a direction for you to play your game accordingly.

4. Nothing is more injurious to you, than to change suits often; because in every new suit you run the risk of giving your adversary the tenace: and, therefore, though you lead from a suit of which you have the queen, ten, and three small ones, and your partner puts up the nine only, in that case, if you should happen to be weak in trumps, and have no tolerable suit to lead from, it is your best play to pursue the lead of that suit by playing your queen, which leaves it in your partner's option whether he will trump it or not, in case he has no more of that suit; but in your second lead, if you should happen to have the queen or knave of any other suit, with one card only of the same suit, it would be better play to lead from your queen or knave of either of these suits, it being five to two that your partner has one honour at least in either of those suits.

5. When you have ace, king, and one small card of any suit, with four trumps, if your right hand adversary leads that suit, pass it: because it is an equal chance that your partner has a better card in that suit than the third hand: if so, you gain a trick by it; if otherwise, as you have four trumps, you need not fear to lose by it, because when trumps are played, you may be supposed to have the long trump.

A caution not to part with the command of your Adversary's Great Suit.

Be very cautious how you part with the command of your adversary's great suit, if you are weak in trumps, and it does not appear that your partner is very strong in them: for suppose your adversary plays a suit of which you have the king, queen, and one small card only, the adversary leads the ace, and upon playing the same suit, you play your queen, which makes it almost certain to your partner that you have the king: and suppose your partner refuses to that suit, do not play the king; because if the leader of that suit, or his partner, have the long trump, you risk the losing of three tricks to gain one.

Necessity of remembering the Trump Card.

It is so highly necessary that the trump card should be remembered by the dealer and his partner, that we think it proper to repeat, that the dealer should always so place his cards as to be certain of having recourse to it; for example, suppose it to be only a five, and that the dealer has two more, viz. the six and nine; if his partner trumps out with ace and king, he ought to play his six and nine; because if your partner has ace, king, and four small trumps, in this case, by his knowing you have the five remaining, you may win many tricks.

The manner of playing Sequences explained.

1. In trumps it is necessary to play the highest of your sequence, unless you have ace, king, and queen; in that case play the lowest, in order to let your partner into the state of your game.

2. In suits which are not trumps, if you have a sequence of king, queen, and knave, and two small ones, whether you are strong in trumps or not, it is best to begin with the knave, because by getting the ace out of any hand, you make room for the whole suit.

3. If you are strong in trumps, and have a sequence of queen, knave, ten, and two small cards of any suit; in that case you ought to play the highest of your sequence; because, if either of the adversaries should trump that suit in the second round, by being strong in trumps, you fetch out their trumps, and consequently make the remainder of that suit.

4. For the same reason, if you have a sequence of knave, ten, nine, and two small cards of any suit, play the highest of your sequence.

5. If you have a sequence of king, queen, knave, and one small card of any suit, play your king, whether you are strong in trumps or not; and do the like by any inferior sequence, if you have only four in number.

6. If you are weak in trumps, you must always begin with the lowest of the sequence, in case you have five in number; for suppose your partner to have the ace of that suit, he then makes it. If you are very strong in trumps, you may play your game as backward as you please; but if you are weak in trumps, you must play the reverse.

What is meant by being strong or weak in Trumps.

You may be understood to be strong in trumps when you have

Ace, king, and three small trumps.
King, queen, and three small trumps.
Queen, knave, and three small trumps.
Queen, ten, and three small trumps.
Knave, ten, and three small trumps.
Queen, and four small trumps.
Knave, and four small trumps.

If you have only two or three small trumps, you are then understood to be weak in trumps.

A case which often occurs.

If you have two trumps remaining, when the adversaries have only one, and your partner appears to have a strong suit, you should play trumps, although you have the worst, in order to pave the way for your partner's suit, by drawing the trumps from your adversaries.

How to play for an Odd Trick.

If you are elder hand, and have the ace, king, and three small trumps, with four small cards of another suit, three small cards of the third suit, and one small card of the fourth suit; quere, how are you to play? You are to lead the single card, which, if won by the last player, induces him to play trumps, or to play to your weak suit, in which case, you and your partner gain the tenace.

The like case for an Odd Trick when your partner is to lead.

Suppose he plays the ace of the suit of which you have only one, and proceeds to play the king of the same suit, and your right hand adversary trumps it with the queen, knave, or ten, you should not overtrump him, but throw away the smallest card of your weakest suit, as this will leave your partner the last player, and give him the tenace in your weak suit.

The like case, supposing you want four or five points, and are elder hand.

Play a small trump, and if your partner has a better trump than the last player, and returns the lead, put in your king of trumps, and then play the suit of which you possess four cards.

A second case.

A and B are partners against C and D: twe.ve trumps are played out, and seven cards only remain in each hand, of which A has the last tramp, and likewise the ace, king, and four small cards of a suit; quere, whether A should play the ace and king of that suit, or a small one? A should play a small card of that suit, as it is an equal bet his partner has a better card of that suit than the last player, and, in this case, if four cards of the suit are in either of the adversaries' hands, by this manner of playing he will be enabled to make five tricks in that suit. Should neither of the adversaries have more than three cards in that suit, it is an equal chance that he wins six tricks in it.

If A and B are partners against C and D, and eight trumps have been played out, and A has four trumps remaining, C having the best trump, and is to lead, should C play his trump or not? No: because as he leaves three trumps in A's hand, if A's partner has any capital suit to make, by C's keeping the trump in his hand, he can prevent his making that suit.

A case of curiosity.

Supposing three hands of cards, containing three cards in each hand, let A name the trump, and let B choose which hand he pleases, A having the choice of either of the other two hands, will win two tricks. Clubs are trumps; first hand, ace, king, and six of hearts; second hand, queen and ten of hearts, with ten of trumps; third hand, nine of hearts, with two and three of trumps; the first hand wins of the second, the second wins of the third, and the third wins of the last.

Calculations, which direct with moral certainty how to play any hand at Whist, by showing the chances of your partner's holding certain winning cards.

1. It is about five to four that your partner holds one card out of any two.
2. So it is five to two that he holds one card out of three.
3. It is about four to one that he holds one card out of any four.
4. It is two to one that he does not hold a certain card.
5. It is about three to one that he does not hold two cards out of any three.
6. It is about three to two that he does not hold two cards out of any four.

Computations for laying Wagers.

The odds of the game calculated with the deal.

The odds in favour of the deal at starting are	21 to 20
1 love	11 to 10
2 love	5 to 4
3 love	3 to 2
4 love	7 to 4
5 love is 2 to 1 of the game, and one of the lurch	2 to 1
6 love	5 to 2
7 love	7 to 2
8 love	5 to 1
9 love not quite 5 to 1, but about	9 to 2

2 to 1	9 to 8
3 to 1	9 to 7
4 to 1	9 to 6
5 to 1	9 to 5
6 to 1	9 to 4
7 to 1	3 to 1
8 to 1	9 to 2
9 to 1 is about	4 to 1

3 to 2	8 to 7
4 to 2	4 to 3
5 to 2	8 to 5
6 to 2	2 to 1
7 to 2	8 to 3
8 to 2	4 to 1
9 to 2	7 to 2

4 to 3	7 to 6
5 to 3	7 to 5
6 to 3	7 to 4
7 to 3	7 to 3
8 to 3	7 to 2
9 to 3 is about	3 to 1

5 to 4	6 to 5
6 to 4	6 to 4
7 to 4	2 to 1
8 to 4	3 to 1
9 to 4 is about	5 to 2

6 to 5	5 to 4
7 to 5	5 to 3
8 to 5	5 to 2
9 to 5	2 to 1
7 to 6	4 to 3
8 to 6	2 to 1
9 to 6	7 to 4
8 to 7 is above	3 to 2
9 to 7 is about	12 to 8

8 to 8, or rather 8 to 9, is about three and a half in the hundred in favour of 8 with the deal: against the deal, the odds are still, though small, in favour of 8.

The odds of the game, calculated for betting through the whole rubber, with the deal.

If the first game of a rubber is won, with 9 love of the second, on the same side, the odds of the rubber are nearly	13 to 1
Ditto, the first game, and 8 love of the second, are rather more than	13 to 1
Ditto, and 7 love of the second, nearly	8 to 2
Ditto, and 6 love of the second, about	6 to 1
Ditto, and 4 love of the second, about	5 to 1
Ditto, and 3 love of the second, about	9 to 2
Ditto, and 2 love of the second, about	4 to 1
Ditto, and 1 love of the second, about	7 to 2

The odds of the game, calculated for betting through the whole rubber, against the deal.

With the first game, and 9 love of the second, about	11 to 1
Ditto, and 8 love of the second, rather more than	11 to 1
Ditto, and 7 love of the second	9 to 1
Ditto, and 6 love of the second	7 to 1
Ditto, and 5 love of the second	5 to 1
Ditto, and 4 love of the second	9 to 2
Ditto, and 3 love of the second	4 to 1
Ditto, and 2 love of the second	7 to 2
Ditto, and 1 love of the second, nearly	13 to 4

MR. PAINE'S MAXIMS FOR WHIST

Leader.

1. Begin with the suit of which you have most in number. For when the trumps are out, you will probably make several tricks in it.

2. If you hold equal numbers in different suits, begin with the strongest. Because it is the least liable to injure your partner.

3. Sequences are always eligible leads. Because they support your partner's hand, without injuring your own.

4. Lead from a king or queen rather than from an ace. For since the adversaries will lead from those suits which you do not, your ace will do them most harm.

5. Lead from a king rather than from a queen, and from a queen rather than a knave. For the stronger the suit, the less is your partner endangered.

6. Lead not from ace queen, or ace knave, till it becomes necessary. For if that suit is led by the adversaries, you have a good chance of making two tricks in it.

7. In all sequences to a queen, knave, or ten, begin with the highest. Because it will frequently distress your left hand adversary.

8. Having ace, king, and knave, lead the king. For if strong in trumps, you may wait the return of that suit and finesse the knave.

9. Having ace, king, and one small card, lead the small one. For by this lead your partner has a chance to make the knave.

10. Having ace, king, and two or three small cards, play ace and king, if weak in trumps, but a small card if strong in them. For when strong in trumps you may give your partner the choice of making the first trick.

11. Having king, queen, and one small card, play the small one. For your partner has an equal chance to win the trick, and you need not fear to make king or queen.

12. Having king, queen, and two or three small cards, lead a small card if strong in trumps, and the king, if weak in them. For strength in trumps entitles you to play a backward game, and to give your partner the

chance of winning the first trick; but if weak in trumps, it is necessary to secure a trick in that suit, by leading the king or queen.

13. Having an ace with four small cards, and no other good suit, play a small card, if strong in trumps, and the ace if weak. For strength in trumps may enable you to make one or two of the small cards, although your partner should not be able to support the lead.

14. Having king, knave, and ten, lead the ten. For if your partner holds the ace, you have a good chance of making three tricks, whether he passes the ten or not.

15. Having king, queen, and ten, lead the king. For if it falls upon the return of that suit from your partner, by putting on the ten, you have the chance of making two tricks.

16. Having queen, knave, and nine, lead the queen. For upon the return of that suit from your partner, by putting on the nine you will probably make the knave.

Second Hand.

1. Having ace, king, and small ones, play a small card if strong in trumps, but the king if weak in them. For otherwise your ace or king might be trumped in the latter case, and no hazard should be run with few trumps but in critical cases.

2. Having ace, queen, and small cards, play a small one. For upon the return of that suit you will probably make two tricks.

3. Having ace, knave, and small cards, play a small one. For upon the return of that suit you will probably make two tricks.

4. Having ace, ten, or nine, with small cards, play a small one. For by this method you have a chance of making two tricks in the suit.

5. Having king, queen, ten, and small cards, play the queen. For by playing the ten upon the return of the suit, you will probably make two tricks in it.

6. Having king, queen, and small cards, play a small card if strong in trumps, but the queen if weak in them. For strength in trumps warrants playing a backward game, and it is always advantageous to keep back your adversaries' suit.

7. If you hold a sequence to your highest card in the suit, play the lowest of it. For by this means your partner is informed of your strength in that suit.

8. Having queen, knave, and small cards, play the knave. Because you will, in great probability, secure a trick in that suit.

9. Having queen, ten, and small ones, play a small one. For your partner has an equal chance to win the trick.

10. Having either ace, king, queen, or knave, with small cards, play a small one. For your partner has an equal chance to win the trick.

11. Having either ace, king, queen, or knave, with one small card only, play a small one. For otherwise the adversary will finesse upon you in that suit.

12. If a queen is led, and you hold the king, put it on. For if your partner holds the ace, you do no harm; and if the king is taken, the adversaries have played two honours to one.

13. If a knave is led, and you hold the queen, put it on. For, at the worst, you bring down two honours for one.

14. If a king is led, and you hold the ace, knave, and small ones, play the ace. For it cannot do the adversaries a greater injury.

Third Hand.

1. Having ace and king, play the ace, and return the king. Because you are not to keep the command of your partner's strong suit.

2. Having ace and queen, play the ace, and return the queen. For although it may prove better in some cases to put on the queen, yet, in general, your partner is best supported by the above method.

3. Having ace and knave, play the ace, and return the knave. The knave is returned in order to strengthen your partner's hand.

4. Having king and knave, play the king; and if it wins, return the knave. Because it will strengthen your partner's hand.

5. Always put on the best when your partner leads a small card. Because it best supports your partner's hand.

6. If you hold the ace and one small card only, and your partner leads the king, put on the ace and return the small one. For otherwise your ace will be an obstruction to his suit.

7. If you hold the king and one small card only, and

your partner leads the ace; if the trumps are out, it is good play to put on the king. For by putting on the king, there is no obstruction to the suit.

Fourth Hand.

1. If a king is led, and you hold ace, knave, and a small card, play the small one. For supposing the queen to follow, you will probably make both ace and knave.

2. When the third hand is weak in his partner's suit, you may often return that suit to great advantage. But this rule must not be applied to trumps, unless you are very strong indeed.

Cases in which you should return your Partner's Lead immediately.

1. When you win with the ace, and can return an honour. For then it will greatly strengthen his hand.

2. When he leads a trump. In which case return the best remaining in your hand (unless you hold four originally:) an exception to this arises if the lead is through an honour.

3. When your partner has trumped out. For then it is evident he wants to make his great suit.

4. When you have no good card in any other suit. For then you are entirely dependent on your partner.

Cases in which you should not return your Partner's Lead immediately.

1. If you win with the king, queen, and knave, and have only small cards remaining. For the return of a small card will more distress than strengthen your partner.

2. If you hold a good sequence. For then you may show a strong suit, and not injure his hand.

3. If you have a strong suit. Because leading from a strong suit is a direction to your partner, and cannot injure him.

4. If you have a good hand. For in this case you have a right to consult your own hand, and not your partner's.

5. If you hold five trumps. For then you are warranted to play trumps, if you think it right.

Of leading Trumps.

1. Lead trumps from a strong hand, but never from a weak one. By which means you will secure your good cards from being trumped.

2. Trump not out with a bad hand, although you hold five small trumps. For since your cards are bad, it is only trumping for the adversaries' good ones.

3. Having ace, king, knave, and three small trumps, play ace and king. For the probability of the queen's falling is in your favour.

4. Having ace, king, knave, and one or two small trumps, play the king, and wait the return from your partner to put on the knave. This method is in order to win the queen; but if you have particular reasons to wish the trumps out, play two rounds of trumps, and then your strong suit.

5. Having ace, king, and two or three small trumps, lead a small one. This method is with a view to let your partner win the first trick; but if you have good reason for getting out the trumps, play three rounds, or play ace and king, and then proceed with your strong suit.

6. If your adversaries are eight, and you hold no honour, throw off your best trump. For if your partner has not two honours, you have lost the game, and if he holds two honours, it is most advantageous for you to lead a trump.

7. Having ace, queen, knave, and small trumps, play the knave. For by this means only the king can make against you.

8. Having ace, queen, ten, and one or two small trumps, lead a small one. For it will give your partner a chance to win the trick, and keep the command in your own hand.

9. Having king, queen, ten, and small trumps, lead the king. Or if the king is lost, upon the return of trumps you may finesse the ten.

10. Having king, knave, ten, and small ones, lead the knave. Because it will prevent the adversaries from making a small trump.

11. Having queen, knave, nine, and smaller trumps, lead the queen. For if your partner holds the ace, you have a good chance of making the whole suit.

12. Having queen, knave, and two or three small

trumps, lead the queen. For if your partner holds the ace, you have a good chance for making the whole suit.

13. Having knave, ten, eight, and small trumps, lead the knave. For on the return of trumps you probably may finesse the eight to advantage.

14. Having knave, ten, and three small trumps, lead the knave. Because it will most distress your adversaries, unless two honours are held on your right hand; the odds against which are about three to one.

15. Having only small trumps, begin with the highest. By this play you will support your partner all you can.

16. Having a sequence, begin with the highest. By this means your partner is best instructed how to play his hand, and cannot possibly be injured.

17. If an honour is turned up on your left, and the game much against you, lead a trump the first opportunity. For your game being desperately bad, this method is the most likely to retrieve it.

18. In all other cases it is dangerous leading through an honour, unless you are strong in trumps, or have a good hand. Because all the advantage of trumping through an honour, lies in the finessing of your partner.

Suppose it proper to lead Trumps.

19. If an honour is turned up on your left, and you hold only one honour with a small trump, throw off the honour, and next the small one. Because it will greatly strengthen your partner's hand, and cannot hurt your own.

20. If an honour is turned up on the left, and you hold a sequence, lead the highest of it. Because it will prevent the last hand from injuring your partner.

21. If a queen is turned up on the left, and you hold ace, king, and a small one, lead the small trump. Because you will have a chance for getting the queen.

22. If a queen is turned up on your left, and you hold the knave, with small ones, lead the knave. For the knave can be of no service, since the queen is on your left.

23. If an honour is turned up by your partner, and you are strong in trumps, lead a small one; but if weak in them, lead the best you have. By this play the weakest hand will support the strongest.

24. If an ace is turned up on your right, and you hold

king, queen, and knave, lead the knave, for it is a secure lead.

25. If an ace is turned up on the right, and you hold king, queen, and ten, lead the king; and upon the return of trumps, play the ten. For by this means you show a great strength to your partner, and will probably make two tricks in them.

26. If a king is turned up on the right, and you hold a queen, knave, and nine, lead the knave; and upon the return of trumps, play the nine. Because it may prevent the ten from making.

27. If a king is turned up on your right, and you hold knave, ten, and nine, lead the nine. Because this method will best disclose your strength in trumps.

28. If a queen is turned up on the right, and you hold ace, king, and knave, lead the king; and upon the return of trumps, play the knave. Because you are certain to make the knave.

29. If a queen is turned up on the right, and you hold ace, king, and small ones, lead the king; and upon the return of trumps, you may finesse, unless the queen falls, for otherwise the queen will make a trick.

30. If a knave is turned up on the right, and you hold king, queen, and ten, lead the queen; and upon the return of trumps, play the ten. For by these means you will make the ten.

31. If a knave is turned up on the right, and you hold king, queen, and small ones, lead the king; and if that comes home, play a small one. For it is probable your partner holds the ace.

32. If a knave is turned up on the right, and you hold king ten, or queen ten, with two small cards, lead a small one; and upon the return of trumps, play the ten. For it is five to four that your partner holds one honour.

When you turn up an Honour.

1. If you turn up an ace, and hold only one small trump with it, if either adversary leads the king, put on the ace. For it can do the adversaries no greater injury.

2. If you turn up an ace, and hold two or three small trumps with it, and either adversary lead the king, put on a small one. For if you play the ace, you give up the command in trumps.

3. If you turn up a king, and hold only one small trump with it, and your right hand adversary leads a

[illegible] play the king. This case is rather [illegible] doubtful, and very great players [illegible] differently.

4. If you have not a king, and only two or [illegible] small trumps with it, if your right hand adversary [illegible] trumps, play a small one. It may [illegible] your king.

5. If you have not a queen, or a knave, and only two small trumps with it, if your right hand adversary plays a trump, put on a small one. It may [illegible] your queen.

6. If you have a sequence to the highest card, [illegible] play it first. For [illegible] your partner will [illegible] sequence with your strength in trumps.

When playing for the odd Trick.

1. Be cautious of [illegible] your adversaries, you have a great many. For many [illegible] only, it would be dangerous to [illegible] your game.

2. Never [illegible] if your partner [illegible] a trump a-piece. For in [illegible] you [illegible] your partner [illegible] trumps.

3. If you are [illegible] your trumps, [illegible] to force your partner. For by [illegible] you [illegible] your game.

4. Never [illegible], and be cautious of [illegible]. For you may [illegible] yourself, though you [illegible] making [illegible].

5. If you [illegible] or three small trumps, and no [illegible] your partner [illegible].

Leading Trumps.

1. [illegible]

2. [illegible]

3. [illegible]

4. [illegible]

5. [illegible]

6. [illegible]

7. [illegible]

king, queen, and knave, lead the knave, for it is a secure lead.

25. If an ace is turned up on the right, and you hold king, queen, and ten, lead the king; and upon the return of trumps, play the ten. For by this means you show a great strength to your partner, and will probably make two tricks in them.

26. If a king is turned up on the right, and you hold a queen, knave, and nine, lead the knave; and upon the return of trumps, play the nine. Because it may prevent the ten from making.

27. If a king is turned up on your right, and you hold knave, ten, and nine, lead the nine. Because this method will best disclose your strength in trumps.

28. If a queen is turned up on the right, and you hold ace, king, and knave, lead the king; and upon the return of trumps, play the knave. Because you are certain to make the knave.

29. If a queen is turned up on the right, and you hold ace, king, and small ones, lead the king; and upon the return of trumps, you may finesse, unless the queen falls, for otherwise the queen will make a trick.

30. If a knave is turned up on the right, and you hold king, queen, and ten, lead the queen; and upon the return of trumps, play the ten. For by these means you will make the ten.

31. If a knave is turned up on the right, and you hold king, queen, and small ones, lead the king; and if that comes home, play a small one. For it is probable your partner holds the ace.

32. If a knave is turned up on the right, and you hold king ten, or queen ten, with two small cards, lead a small one: and upon the return of trumps, play the ten. For it is five to four that your partner holds one honour.

When you turn up an Honour.

1. If you turn up an ace, and hold only one small trump with it, if either adversary leads the king, put on the ace. For it can do the adversaries no greater injury.

2. If you turn up an ace, and hold two or three small trumps with it, and either adversary lead the king, put on a small one. For if you play the ace, you give up the command in trumps.

3. If you turn up a king, and hold only one small trump with it, and your right hand adversary leads a

trump, play the king. This case is really somewhat doubtful, and very good players think differently.

4. If you turn up a king, and hold two or three small trumps with it, if your right hand adversary leads a trump, play a small one. It being the best way of securing your king.

5. If you turn up a queen or a knave, and hold only small trumps with it, if your right hand adversary leads a trump, put on a small one. It being the securest play.

6. If you hold a sequence to the honour turned up, play it last. By this means your partner will be the best acquainted with your strength in trumps.

Of playing for the Odd Trick.

1. Be cautious of trumping out, notwithstanding you have a good hand. For since you want the odd trick only, it would be absurd to play a great game.

2. Never trump out if your partner appears likely to trump a suit. For it is evidently best to let your partner make his trumps.

3. If you are moderately strong in trumps, it is right to force your partner. For by this means you probably gain a trick.

4. Make your tricks early, and be cautious of finessing. That you may not be greatly injured, though you fail of making the odd trick.

5. If you hold a single card of any suit, and only two or three small trumps, lead the single card. For it will give you a chance of making a small trump.

General Rules.

1. Be very cautious how you change suits, and let no artifice of the adversary induce you to it.

2. Keep a commanding card to bring in your strong suit when the trumps are out, if your hand will admit of such pretensions.

3. Never keep back your partner's suit in trumps, but return them the first opportunity.

4. If you hold a strong suit, and but few trumps, rather force your adversaries than lead trumps, unless you are strong in the other suits likewise.

5. Be sure to make the odd trick when it is in your power.

6. Always consider the score, and play your hand accordingly.

7. In a backward game, you may often risk one trick

in order to win two, but in a forward game you are to be more cautious, unless you have a good probability of getting up.

8. In returning your partner's lead, play the best you have, when you hold but three originally.

9. Remember what cards drop from each hand, how many of each sort are out, and what is the best remaining card in each.

10. Lead not originally from a suit of which you have ace and queen, ace and knave, or king and knave; if you hold another moderate suit.

11. If neither of your adversaries will lead from the above suits, you must do it yourself with a small card.

12. You are strong in trumps, with five small ones, or three small ones and one honour.

13. Do not trump a card when you are strong in trumps, and the more especially if you hold a strong suit.

14. If you hold only a few small trumps, make them if you can.

15. If your partner refuses to trump a suit of which he knows you have not the best, lead him your best trump the first opportunity.

16. If your partner has trumped a suit, and refuses to play trumps, lead him that suit again.

17. Never force your partner but when you are strong in trumps, unless you have a renounce yourself, or want only the odd trick.

18. If the adversaries trump out, and your partner has a renounce, give him that suit when you get the lead, if you think he has a small trump left.

19. Lead not from an ace suit originally, if you hold four in number of another suit.

20. When trumps are either returned by your partner, or led by the adversaries, you may finesse deeply in them; keeping the command all you can, in your own hand.

21. If you lead the king of any suit, and make it, you must not thence conclude that your partner has the ace.

22. It is sometimes proper to lead a thirteenth card, in order to force the adversary, and make your partner last player.

23. If weak in trumps, make your trumps soon; but when strong in them, you may play a more backward game.

24. Keep a small card of your partner's first lead, if possible, in order to return it when the trumps are out.

25. Never force your adversary with your best card of a suit, unless you have the second best also.

26. In your partner's lead, endeavour to keep the command in his hand, rather than in your own.

27. If you have a saw, it is generally better to pursue it than to trump out: although you should be strong in trumps, with a good suit.

28. Keep the trump you turn up as long as you properly can.

29. When you hold all the remaining trumps, play one of them to inform your partner; and then put the lead into his hand.

30. It is better to lead from ace and nine, than from ace and ten.

31. It is better to lead trumps through an ace or king, than through a queen or knave.

32. If you are reduced to the last trump, some winning cards, and one losing card only, lead the losing card.

33. If only your partner has trumps remaining, and he leads a suit of which you have none; if you have a good quart, throw away the highest of it.

34. If you have an ace with one small card of any suit, and several winning cards in other suits; rather throw away some winning card than that small one.

35. If you hold only one honour with a small trump, and with the trumps out, lead the honour first.

36. If trumps have been led thrice, and there be two remaining in the adversaries' hands, endeavour to force them out.

37. Never play the best card of your adversaries' lead at second hand, unless your partner has none of that suit.

38. If you have four trumps and the command of a suit, whereof your partner has none, lead a small card, in order that he may trump it.

39. If you hold five trumps with a good hand, play trumps, and clear your adversaries' hands of them.

40. If you hold the ace and three small trumps, when the adversaries lead them, and have no particular reason for stopping the suit, let them quietly make king and queen, and on the third round play the ace.

41. Supposing yourself leader with three small trumps, one strong suit, one moderate suit, and a single card, begin with the strong suit, and next lead the single card.

42. Be careful how you sort your cards, lest a sharp

and curious eye should discover the number of your trumps.

Three persons sometimes play at whist, one of them undertaking an ideal partner called dumby, whose cards are turned up to view on the table, which is reckoned an advantage to a good player, but rather detrimental to an indifferent one.

Three-handed whist is a game requiring but little skill. It is played by discarding all the deuces, threes, and fours, with one five; each person acting alone; in this way every trick above four, and each honour, is reckoned. In other respects, these modes do not vary from the usual methods and rules.

MATHEWS'S DIRECTIONS, &c.

Mr. Mathews (London) having published "Instructions to the Young Whist Player," which have been very highly approved by good players, it has been thought expedient to add them to this work, that the student may compare them with Hoyle's and Payne's maxims and directions, and follow such as appear most reasonable and practical

INTRODUCTION.

The following definition of the game of Whist is recommended to the attentive perusal of the reader, previous to his studying the maxims; as nothing will facilitate his comprehension of them so much as a clear idea of the result to which they all tend.

Whist is a game of *calculation*, *observation*, and *position* or *tenace*.

Calculation teaches you to plan your game, and lead originally to advantage; before a card is played, you suppose the dealer to have an honour and three other trumps, the others each an honour and two others. The least reflection will show, that as it is two to one that your partner has not named a card; to lead on the supposition he has it, is to play against calculation. Whereas the odds being in favour of his having one of two named cards, you are justified in playing accordingly. Calculation is also of use on other occasions, which the maxims will elucidate; but after a few leads have taken place, it is nearly superseded by observation. Where the set are *really good* players, before half the cards are played out, they are as well acquainted with the material ones remaining in each other's hands, as if they were to see them. Where two regular players are matched against two irregular ones, it is nearly the same advantage as if they were permitted to see each

other's cards, while the latter were denied the same privilege.

It is an axiom, that the nearer your play approaches what is called the dumb man, the better.

These may be called the foundation of the game, and are so merely mechanical, that any one possessed of a tolerable memory may attain them.

After which comes the more difficult science of position, or the art of using the two former to advantage; without which, it is self-evident, they are of no use. Attentive study and practice will, in some degree, ensure success; but genius must be added before the whole finesse of the game can be acquired—however,

Est quiddam prodire tenus, si non datur ultra.

MATHEWS'S

Directions and Maxims for Beginners.

1. STUDY all written maxims with the cards placed before you, in the situations mentioned. Abstract directions puzzle, much oftener than they assist, the beginner.

2. Keep in your mind that general maxims presuppose the game and hand at their commencement; and that material changes in them frequently require that a different mode of play should be adopted.

3. Do not attempt the practice, till you have acquired a competent knowledge of the theory; and avoid as much as possible, at first, sitting down with bad players. It is more difficult to eradicate erroneous, than to acquire just, ideas.

4. Never lead a card without a reason—though a wrong one: it is better than accustoming yourself to play at random.

5. Do not at first puzzle yourself with many calculations. Those you will find hereafter mentioned are sufficient, even for a proficient.

6. Do not accustom yourself to judge by consequences. Bad succeeds sometimes, when good play would not. When you see an acknowledged judge of the game play in a manner you do not comprehend, get him to explain his reasons, and while fresh in your memory, place the same cards before you: when once you can comprehend the case, you will be able to adapt it to similar situations.

7. Before you play a card, sort your hand carefully, look at the trump card, and consider the score of the game, the strength of your own hand, and form your plan on the probable situation of the cards, subject however to be changed, should any thing fall to indicate a different one: after which, never look at your hand till you are to play. Without attending to the board, no maxims or practice can make even a tolerable whist player.

8. Observe, silently and attentively the different systems of those with whom you commonly play: few but have their favourite one, the knowledge of which will give you a constant advantage; one leads by preference

from an ace; another never but through necessity. This will often direct you in putting on the king second. The players of the old school never lead from a single card without six trumps; many do from weakness; some have a trick of throwing down high cards to their adversary's lead, and then affect to consider (though they have no alternative) to deceive. Observation will enable you o counteract this, and turn it to your own profit.

9. The best leads are from sequences of three cards or more. If you have none, lead from your most numerous suit, if strong in trumps, and rather from one headed by a king than a queen; but with three or four small trumps. I should prefer leading from a single card to a long weak suit.

N. B. This is contrary to the usual practice, especially of the players of the old school.

10. The more plainly you demonstrate your hand to your partner, the better. Be particularly cautious not to deceive him in his or your own leads, or when he is likely to have the lead—a concealed game may now and then succeed in the suits of your adversaries; but this should not be attempted before you have made a considerable proficiency; and then but seldom, as its frequency would destroy the effect.

11. At the commencement of a game, if you have a good hand, or if your adversaries are considerably advanced in the score, play a bold game; if otherwise, a more cautious one.

12. Be as careful of what you throw away, as what you lead; it is often of bad consequence to put down a tray, with a deuce in your hand. Suppose your partner leads the four, your right hand adversary the five, and you put down the tray, it ought to be to a certainty, that you ruff it next time; but if he finds the deuce in your hand, and you frequently deceive him by throwing down superior cards, it will destroy his confidence, and prevent his playing his game on similar occasions. I would wish to inculcate these minor qualifications of whist playing to the beginners, because they are attainable by every body; and when once the great advantage of this kind of correctness is seen, the worst player would practise it as constantly as the best, attention being all that is necessary.

13. Do not lead trumps, merely because an honour is turned up on your left, or be deterred from it if on your

right hand. Either is proper, if the circumstances of your hand require trumps to be led; but neither otherwise.

14. Finesses are generally right in trumps, or (if strong in them) in other suits; otherwise they are not to be risked but with caution.

15. Never ruff an uncertain card, if strong, or omit doing it if weak, in trumps: this is one of the few universal maxims, closely adhered to, even did you know the best of the suit was in your partner's hand: it has the double advantage of making a useless trump, and letting your partner into the state of your hand, who will play accordingly.

16. Keep the command of your adversary's suit, as long as you can with safety; but never that of your partner.

17. Do not ruff a thirteenth card second hand if strong, but always if weak in trumps.

18. Always force the strong, seldom the weak, but never the two; otherwise you play your adversaries' game, and give the one an opportunity of making his small trumps, while the other throws away his losing cards. It is a very general as well as fatal error, but the extent of it is seldom comprehended by unskilful players, who, seeing the good effects of judicious forces, practise them injudiciously to their almost constant disadvantage. The following effect of a force is too obvious not to be instantly comprehended. I have only to tell the student, that the same principle operates through the fifty-two cards, however various their combinations; and that a steady consideration of it, as one of the first necessary steps towards acquiring an insight into the game.

A has a sixieme major in trumps, a quart-major in a second, and a terce-major in a third suit. B, his adversary, has six small trumps, and the entire command of the fourth suit; in this case it is obvious, that one force on A gains the odd trick for B, who without it loses a slam. Though so great an effect may seldom be produced, still there is scarcely a rubber where the truth of the maxim is not experimentally demonstrated.

19. When, with a very strong suit you lead trumps, in hope your partner may command them, show your suit first. If you have the strength in trumps in your hand, play them originally.

20. With the ace and three other trumps, it is seldom right to win the first or second leads in that suit, if made by your adversaries, unless your partner ruffs some other.

21. With a strong hand in trumps, particularly if you have a long suit, avoid ruffing, and still more over-ruffing your right hand adversary, as much as possible. As this is a maxim less understood, less practised, and more indispensably necessary, than almost any other, I will endeavour to explain it to beginners, as clearly as I am capable:—Cards being nearly equal, the point to which all the manœuvres of a good whist player tend, is to establish a long suit, to preserve the last trump to bring it into play, and to frustrate the same play of his adversaries. With an honour (or even a ten) with three other trumps, by well managing them, you have a right to expect success. In this case, do not overtrump your right hand adversary early in the hand; but throw away a losing card, by which, there remaining but twelve trumps, your own hand is strengthened, and your partner has the tenace in whatever suit is led; whereas, had you over-ruffed, you would have given up the whole game to secure one trick. But there are reasons for breaking this rule. 1st. If your left hand adversary has shown a decided great hand in trumps, (in which case make your tricks while you can) or, 2dly. If your partner decidedly means to force you. To understand if this is the case, you are to observe, if your partner plays the winning or losing card of the suit you have refused. If the former, it is by no means clear he *means* to force you, and play your own game. If the latter, you are to suppose him strong in trumps, and depend on him to protect your long suit: a due reflection on this, will convince you of the value of that maxim, which enjoins you never to play a strong game with a weak hand, or *vice versa*. A few deviations from this effectually destroys that confidence necessary between partners, and introduces a confusion and consequences that cannot be too carefully avoided, or too strenuously deprecated.

22. If the circumstances of your hand require two certain leads in trumps, play off your ace, let your other trumps be what they may.

23. It is a general maxim not to force your partner, unless strong in trumps yourself. There are, however, many exceptions to this rule:—

1st. If your partner has led from a single card.
2d. If it saves or wins a particular point.
3d. If great strength in trumps is declared against you.
4th. If you have a probability of a saw.
5th. If your partner has been forced and did not trump out.
6th. It is often right in playing for an odd trick.

24. It is often difficult to judge when to lead trumps. The following situations will assist the beginner to reason, and, in general, direct him properly:

1st. With six trumps, on supposition your partner has a strong suit.
2d. If strong in other suits, though weak in trumps yourself.
3d. If your adversaries are playing from weak suits.
4th. If your adversaries are at the point of eight, and you have no honour, or probability of making a trump by a ruff.

25. It is easy soon to discover the different strengths of good players, but more difficult with bad ones. When your adversary refuses to trump, and throws away a small card, you conclude his hand consists of a strong suit in trumps, with one strong and another weaker suit. If he throws an honour, you know he has two suits only, one of which is trumps. In the latter case, win tricks when you can. Avoid leading trumps, or to his suit; force him, and give your partner an opportunity to trump, if possible. This maxim cannot be too maturely considered, as there is a fault which is constantly committed by bad players, and is among those most fatal in their consequences. The moment an adversary refuses to ruff, though a winning card, they, in violation of common sense, trump out, and not unfrequently give away five or six tricks, which a judicious force would have prevented.

26. If you are strong in trumps, and have the ace, king, and two or more of your right hand adversary's lead, there are two ways to play, either to pass it the first time, or else to put on the ace, and play the suit on to force your partner. If weak in trumps, put on the ace, but do not continue the suit.

27. If you win your partner's lead with the queen, unless in trumps, do not return it; it is evident the ace

or king lies behind him, and you give the tenace to the adversary.

28. To lead from only three cards, unless in sequence, is bad play, and only proper when you have reason to think it is your partner's suit; in which case, play off the highest, though the king or queen.

N. B. This is contrary to the general practice, but undoubtedly right.

29. The first object should be to save the game, if it appears in probable danger; the next to win it, if you have a reasonable hope of success, by any mode of play, though hazardous. If neither of these is the question, you should play to the points or score of the game. In other words, you should not give up the certainty of the odd trick, or scoring five or eight, for the equal chance of two, six, or nine; whereas you should risk an equal finesse that will prevent your adversaries from these scores by its success.

30. It is generally right to return your partner's lead in trumps, unless he leads an equivocal card, such as nine or ten. These are called *equivocal*, because they are led with propriety, both from strong and weak suits. With a quart to a king—or nine, ten, knave, and king of a suit, you lead the nine, as you do when it is the best of two or three of a suit.

31. With only four trumps do not lead one, unless your strong suit is established, except that with a terce-major, and another trump, and a sequence to the king of three or more, it is good play to lead trumps twice, and then the knave of your suit, and continue till the ace is out.

32. If you remain with the best trump, and one of your adversaries has three or more, do not play out, as it may stop the suit of your other adversary. If they both have trumps, and your partner none, it is right to take out two for one.

33. If strong in trumps, with the commanding card of your adversaries' suit, and small ones, force your partner, if he has none of that suit, with the small ones, and keep the commanding cards till the last.

34. If your partner leads the ace and queen of a suit, of which you have the king and two others, win his queen, that you may not stop his suit.

35. If your right hand adversary wins, and returns his partner's lead, should you have the best and a small

one, play the latter. If your partner has the third best, he will probably make it. If your adversary is a bad player, I would not advise this, as they never finesse when they ought to do it.

N. B. If weak in trumps, you should not venture this in other suits.

36. If your right adversary calls, and your partner leads through him; with ace or king, the nine, and a small one, you should finesse the nine.

37. If your partner calls before his turn, he means you should play a trump. Take every opportunity to show your partner that you can command the trumps. In this case he will keep his own strong suit entire; whereas, if the strength of trumps is with the adversaries, his play would be to keep guard on their suits, and throw away from his own.

38. With ace, knave, and another trump, it is right to finesse the knave to your partner's lead; and if strong in them, you should do the same in any suit. If he leads the ten of any suit, you pass it invariably with the ace and knave; unless one trick saves or wins any particular point.

39. It is better to lead from ace nine, than ace ten, as you are more likely to have a tenace in the latter suit, if led by your adversary.

40. If the partner to your winning card throws away the best card of any suit, it shows he wishes you to know he commands it; if the second best, it is to tell you he has no more of that suit.

41. If very strong in trumps, it is always right to inform your partner of it as soon as possible. If fourth player, you are to win a small trump, and you have a sequence of three or more, win it with the highest, and play the lowest afterward.

42. If strong in trumps, do not ruff the second best of any suit your partner leads, but throw away a losing card, unless you have an established saw.

43. If ten cards are played out, and there remains one entire suit, and your partner leads, if you have king, ten, and another, and six tricks, you have a certainty to make the odd one, if you play right, let the cards lie how they will; should your right hand adversary put on an honour, you must win it, if not, put on the ten; with five tricks, put on the king.

44. Many good players, in playing terce majors, be-

gin with the king and queen. This is often productive of mischief, as, when played at other times from king and queen only, the ace is kept up, and while each thinks his partner has it, and has played accordingly, it unexpectedly appears from the adversary, and disappoints their whole plan.

45. If the fourth player wins his adversary's lead, it is better to return it than to open a new suit, unless strong enough to support his partner.

46. With ace, knave, and another, do not win the king led by your left hand adversary. You either force him to change his lead, or give you the tenace in his own suit.

47. With ace, queen, &c. of a suit of which your right hand adversary leads the knave, put on the ace invariably. No good player, with king, knave, and ten, will begin with the knave; of course it is finessing against yourself, to put on the queen, and as the king is certainly behind you, you give away at least the lead, without any possible advantage.

48. With only three of a suit, put an honour on an honour: with four or more you should not do it except the ace should not be put on the knave.

49. With king and one more, good players sometimes put it on second, sometimes not: if turned up, it should invariably be put on, and generally in trumps. But queen or knave should never be played, unless a superior honour is turned up on the right.

50. In playing for an odd trick, you play a closer game than at other scores. You lead from single cards, and force your partner, when at other times you would not be justified. It is seldom in this case proper to lead trumps; and few finesses are justifiable. It is a nice part of the game, and experience, with attention will alone teach it with effect.

51. If the trumps remain divided between you and your partner, and you have no winning card yourself, it is good play to lead a small trump, to put it in his hand to play off any that he may have, to give you an opportunity to throw away your losing cards.

A remains with two or more trumps, and two losing cards; his partner with a better trump, and two winning cards. It is evident, if he plays off a losing card, he will merely make his own trumps; but if he plays an inferior trump, and put it into his partner's lead, he

will play off his winning cards, and give A an opportunity to throw away his losing ones.

N. B. This continually occurs, and is necessary to be comprehended.

52. When your partner leads, win with the lowest of a sequence, to demonstrate your strength in his suit; but it is often right to win your adversary's lead with the highest, to keep him in ignorance.

53. When your partner plays a thirteenth card, and most of the trumps are unplayed, he in general means you should put on a high trump to strengther his own hand.

54. When you have but a moderate hand yourself, sacrifice it to your partner; he, if a good player, will act in the same manner.

55. With three, return the highest; with four, the lowest of your partner's lead. This answers two purposes, by giving your partner an opportunity to finesse, and showing him you have but three at most in his suit.

56. With the ace, queen, and others of your right hand adversary's lead, put on a small one, except he leads the knave, in which case put on the ace.

57. When at eight, with two honours, look at your adversaries' score, and consider if there is a probability they should save their lurch, or win the game, notwithstanding your partner holds a third honour; if not, you should not call, as it gives a decided advantage against you in playing for tricks.

58. Finessing in general is only meant against one card. There are, however, situations when much deeper are required; but theory alone, can never enable the beginner to discover these. Supposing it necessary you should make two out of the last three cards in a suit not yet played, your partner leads the nine, you have ace, and a small one—Query, what are you to do? Answer, pass it though the finesse is against three; for if your partner has an honour in the suit, you make two tricks. If not, it is impossible by any mode of play whatever.

59. With king, queen, &c. of your right hand adversary's lead, put on one of them: with queen, knave, and another, the knave; with two or more small ones, the lowest.

60. The more critically you recollect the cards the better, at least you should remember the trumps, and the

commanding card of each suit. It is possible to assist the memory by the mode of placing the cards remaining in your hand—viz. Place the trumps in the back part of your hand, your partner's lead the next, your adversary's next, and your own on the outside. It is also right to put the thirteenth cards in some known situation.

61. It is highly necessary to be correct in the leads. When a good player plays an eight and then a seven, I know he leads from a weak suit; the contrary, when he plays the seven first: the same even with a tray or deuce. This is what bad players always err in, as they never can see the difference.

62. If left with the last trumps, and some winning cards, with one losing one, play the first, as your adversary may finesse, and the second best in your partner's hand make the trick, which could not be kept till the last.

63. Should your partner refuse to trump a certain winning card, try to get the lead as soon as you can, and play out trumps immediately.

64. Good players never lead a nine or a ten but for one of three reasons.

1st. From a sequence up to the king.

2d. From nine, ten, knave, and king.

3d. When the best of a weak suit not exceeding three in number.

If you have either knave or king in your own hand, you are certain it is for the latter reason, and that the whole strength of the suit is with your adversary, and play your game accordingly.

65. If your partner leads the nine or ten, and you have an honour, with only one more, put it on: if with two or more, do not: with the ace and small ones, win it, invariably; for it is better that he should finesse, in his own suit, than you.

66. Unless you have a strong suit yourself, or reason to suppose your partner has one, do not trump out, unless you have six trumps.

67. There are situations where even good players differ: if a queen is led on your right hand, and you have ace or king and two small ones, you should certainly win it: but having king or ace, ten, and a small one, I invariably pass it, and for the following reasons--by passing it, if your partner has the ace, or king, you clearly lie tenace, and the leader cannot possibly make a trick in

the suit, which he must have done had you even the first trick, as he would lie tenace over your partner. If your partner has the knave, you lose a trick, but the odds are greatly against this.

68. It is seldom right to lead from a suit in which you have a tenace. With ace, queen, &c. of one suit; king, knave, &c. of a second; and third weak one, the best play is to lead from the latter.

69. When it is evident the winning cards are betwixt you and your adversaries, play an obscure game; but as clear a one as possible, if your partner has a good hand.

70. It is equally advantageous to lead up to, as through an ace; not so much so to a king, and disadvantageous to the queen turned up.

71. Avoid at first playing with those who instruct, or rather find fault, while the hand is playing. They generally are unqualified by ignorance, and judge from consequences; but if not, advice, while playing, does more harm than good, by confusing a beginner.

72. It is seldom right to refuse to ruff when your partner, if a good player, visibly intends you should do it. If a bad one, your own hand should direct you.

73. If you have ace, king, and two more trumps, and your partner leads them originally, ensure three rounds in trumps; but if he leads (in consequence of your showing your strength) a nine or any equivocal card, in that case, pass it the first time; by which you will have the lead, after three rounds of trumps; a most materia advantage.

74. There is often judgment required in taking the penalties of a revoke. Before the score is advanced, if the party revoking has won nine tricks, the least consideration will show, that the adversaries should take three of them, for if they add three to their own score, they will leave the odd trick to the former: but if the revoking part; are at eight, it is better for the adversary to score three points, as the odd trick leaves the former at nine, which is in every respect a worse point than eight. On other occasions, it is only to calculate how the different scores will remain after each mode of taking the penalty; and it will be obvious which will be the most advantageous—never losing sight of the points of the game; i. e. scoring eight or five yourself, or preventing your adversary from doing so.

75. With ace, queen, and ten, of your right hand adversary's lead, put on the ten.

76. When your left hand adversary refuses to trump a winning card, for fear of being overtrumped by your partner, and throws away a losing card, if you have the commanding card of the suit he discards, play it out before you continue the former.

77. When all the trumps are out, if you have the commanding card of your adversaries' suit, you may play your own, as if you had the thirteenth trump in your own hand.

78. If A, your right hand adversary, leads a card, and his partner B, putting on the knave or queen, *yours* wins with the king—should A lead a small card of that suit again, if you have the ten, put it on. It is probable, that by doing this, you keep the commanding card in your partner's hand, and prevent the second best from making.

79. If weak in trumps, keep guard on your adversaries' suits. If strong, throw away from them, and discard as much as possible from your partner's strong suits in either case.

80. Should your left hand adversary lead the king, to have the finesse of the knave, and it comes to your lead, if you have the queen and one more, it is evident the finesse will succeed. In this case, play the small one through him, which frequently will prevent him from making the finesse, though he has originally played for it.

81. If your partner shows a weak game, force him, whether or no you are otherwise entitled to do it.

82. When you are at the score of four or nine, and your adversaries, though eight, do not call, you have no honour, it is evident your partner has two at least. It is equally so if you have one, that he has at least another. If both parties are at eight, and neither calls, each must have one.

A little reflection will enable the beginner to make a proper advantage of these data.

83. When your partner leads a card of which you have the best and third, and your right hand adversary puts on the fourth, the second only remaining—it is a commonly received, but erroneous opinion, that the chance of succeeding in the finesse is equal; but here calculation will show, that as the last player has one

card more than his partner, it is that proportion in favour of his having it. With three cards, it will be three to two against making the finesse.

84. Moderate players have generally a decided aversion to dart with the best trump, though single; thinking, that as they cannot lose it, and it can make but one trick, it is immaterial when it does so; this is a dangerous fault. When your adversary plays out his strong suit, ruff it immediately, before you give his partner an opportunity to throw off his losing cards. Do not, however, go into the contrary extreme, or trump with the best trump, with small ones in your hand, for fear of being overtrumped. This is a nice part of the game, and can only be understood from practice and attentive reasoning.

85. It frequently happens that your partner has an opportunity to show his strong suit, by renouncing to a lead. If you have a single card in this, play it before you force him, let your strength in trumps be what it may; as it is the way to establish the saw, which is almost always advantageous; should the second player put on the ace to prevent it, still it is of great utility by establishing your partner's suit.

86. A has ace, knave, ten, and a small card of the suit led by the right hand adversary. Query—Which is he to play? Answer—In trumps, the ten; in other suits the small ones. For this reason—in trumps, a good player, with king, queen, &c. leads the lowest; in other suits the king; and in the latter case, of course an honour must be behind you; and be it in either hand, you can do no good by putting on the ten; by keeping the three together you render it impossible for your adversary to make one trick in the suit.

87. It often happens that with only three cards remaining in his hand the leader has the worst trump, and ace, queen, or some tenace of another suit. In this case he should lead the trump, to put it into his adversary's hand to play. By these means he preserves the tenace. This, though self evident on proper consideration, is what none but good players ever think of.

88. Though it is certainly more regular to win your adversary's as well as partner's lead with the lowest of a sequence, still I recommend occasional deviations from that maxim: as it is of the greatest advantage to give your partner every information in his, or your own, so

it is often to deceive your adversaries in their suits. It will now and then deceive your partner also; but if done with judgment, it is, I think, oftener attended with good than bad effect.

There are also other situations, where it is highly necessary to deceive the adversary. A, last player, has a a terce major, and a small trump; a terce major, with two others of a second suit; king, and a small one of a third; with queen or knave, and a small one of the fourth, of which his adversary leads the ace. It is so very material for A to get the lead, before he is forced, that he should without hesitation throw down the queen, as the most likely method to induce his adversary to change his lead. But this mode of play should be reserved for material occasions, and not by its frequency give cause for its being suspected.

89. Beginners find it difficult to distinguish between original and forced leads. When a player changes his original suit, he commonly leads his strongest card of another, to give his partner the advantage of a finesse. In this case you are to play this, as if it was your own or adversary's lead—keep the commanding card, ten ace, &c. and do not return it, as if it was an original lead.

90. There is nothing more necessary to explain to the beginner, than what is usually denominated *underplay*, as it is a constant engine in the hands of the experienced, to use successfully against the inexperienced player. In other words, it is to return the lowest of your left hand adversary's lead, though you have the highest in your hand, with the view of your partner's making the third best, if he has it, and still retaining the commanding card in your hand.

91. To explain this further, suppose A fourth player has ace and king of his left hand adversary's lead: to underplay, he wins the trick with the ace, and returns the small one, which will generally succeed, if the leader has not the second and third in his own hand. You will see by this, if you lead from a king, &c. and your right hand adversary, after winning with a ten or a knave, return it, you have no chance to make your king, but by putting it on.

92. The following is another situation to underplay: A remains with the first, third, and fourth cards of a suit, of which he has reason to suppose his left hand adversary has the second guarded; by playing the

fourth, it is often passed, and A makes every trick in the suit.

N. B. This sort of play is always right in trumps: but if weak in them, it is generally the best play to make your certain tricks as fast as you can: or if you have not your share of them, somebody must have more than his own, and of consequence be weak in some other suit, which probably is your strong one.

93. Keep the trump card as long as you can, if your partner leads trumps; the contrary, if your adversary leads them. In the former instance, supposing the eight turned up, and you have the nine, throw away the latter: in the last, (though you have the seven or six,) play the card you turned up.

94. When your partner is to lead, and you call before he plays, it is to direct him, if he has no honour, to play off the best trump he has.

95. Though, according to the strict laws of whist, all words and gestures are prohibited, yet, like all other laws not enforced by penalties, they are continually violated. There are, indeed, few players who do not discover, in some degree, the strength of their game, or their approbation or disapprobation of their partner's play, &c. As this is on one side often a material advantage to the party transgressing, so it is quite allowable for the adversaries to make use of it. Attentive and silent observation will frequently give an early insight into the game, and enable you to play your hand to more advantage, than by adhering to more regular maxims.

96. Though tenace, or the advantage of position, cannot be reduced to a certainty, as at piquet; and that it is often necessary to relinquish it for more certain advantages; still no man can be a whist player who does not understand it. The principle is simple, but the combinations are various. It is easily conceived, that if A has ace, queen, and a small card in a suit, of which B has king, knave, and another; if A leads the small card, he remains tenace, and wins two tricks; whereas, if he plays the ace, he gives it up, and makes but one. But if B is to lead, he has no tenace, and lead which card he will, he must make one trick, and can make no more. This easy instance, well considered, will enable the player, with some practice, to adapt it to more apparently intricate situations.

97. The following cases, which happen frequently,

will further explain this: A is left with four cards and the lead, viz. the second and fourth trump, and the ace and a small card of a suit not played. Nine trumps being out, B, his left hand adversary, has the first and third trump, king, and a small one of the suit of which A leads the ace. Query—What card should B play? Answer—The king; by which he brings to an equal chance whether he wins three tricks or two; but if he keeps the king, he cannot possibly win three.

By placing the cards, you will perceive that if B's partner has a better card than A's, it prevents A from making either of his trumps, which, had B retained the king, he must have done.

98. A has three cards of a suit not played, (the last remaining,) viz. king, queen, and ten; B ace, knave, and another; A leads the king; if B wins it, he gives up tenace, and gets but one trick; whereas, if he does not, he makes his ace and knave by preserving it.

99. A has ace, knave, and ten, of a suit which his partner leads. Query—Which should he put on? Answer—The ten, particularly if it is a forced lead; by this he probably wins two tricks. If he puts on the ace, and his partner has no honour in his suit, he gives up the tenace, and can only win one.

100. Tenace is easily kept against your right hand, but impossible, without great skill, against your left hand adversary.

101. To explain what is meant by playing to points, place the following points before you: A has the two lowest trumps, and two forcing cards, with the lead. The two best demonstrably in the adversaries' hand; though uncertain if in the same, or divided. Nine cards being played, and no other trump remaining—Query—What is A to play? Answer—This can only be decided by the situation of the score, and whether or no it justifies the hazarding two tricks for one. The least consideration will convince the player, that before the score is much advanced, it would be highly improper for A to play a trump, because he manifestly ventures two tricks for one; of course he should secure two tricks by playing a forcing card. But suppose A to be at the score of seven, and that he has won six tricks, he should then as clearly venture to play the trump, because, if the trumps are divided, he wins the game, or otherwise remains at seven, which is preferable to the certainty of

scoring nine. But if the adversary is at nine, this should not be done, as by hazarding the odd trick, you hazard the game.

N. B. This mode of reasoning will in general direct you where and why finesses are proper or improper. For there is scarcely one, though ever so right in general, but what the different situations of the score and hand may render dangerous and indefensible.

102 The following critical stroke decided one of the most material rubbers that was ever played, and is recommended to the attentive perusal even of proficients:

The parties were at nine. A had won six tricks, and remained with knave and a small trump, and two diamonds, with the lead. B, his left hand adversary, with the queen and ten of trumps, and two clubs. C, his partner, with two small trumps, and two diamonds. D, last player, with ace and a small trump, a club, and a heart. A led a diamond, which being passed by B, was to be won by D. Query—How is D to play, to make it possible to win the odd trick? Answer—D saw it was not possible, unless his partner had either the two best trumps, or the first and third, with a successful finesse. He therefore trumped with the ace, led the small one, and won the game.

N. B. In another score of the game, this would not be justifiable, as the chance of losing a trick is greater than that of gaining one by it.

103. The attentive perusal (in the mode prescribed) of these maxims, will, I think, with a little practice, enable a beginner to play with very good cards to considerable advantage. The difficulty of the game does not consist in this; for aces and kings will make tricks, and no skill can make a ten win a knave. But there are hands which frequently occur, when skilful players win, where bunglers lose their points; and (unless when the cards run very high) it is on the playing of such success depends, viz. ace or king, and three other trumps, a terce-major, with others of a second suit, and a probable trick in a third—The player's plan should be, to remain either with the last trump, or the last but one, with the lead; and to accomplish this last, he must not win the second lead with the commanding trump, but reserve it for the third. Nothing then but five trumps in one hand, can probably prevent his establishing his long suit, for he forces out the best trump, and the thirteenth brings

in his suit again, which (without the lead after the third round of trumps) would be impossible.

104. As this maxim is of the utmost consequence, the following cases, which happen frequently, are added, to make it more clearly understood:

1st. A has ace and three trumps, a strong suit, headed by a terce-major, and a probable trick in a third, with the lead. Query—How should this hand be played? Answer—A should lead a trump; but if his partner wins and returns it, A should not put on his ace, but suffer it to be won by his adversary. When either A or his partner gets the lead, he of course plays a trump, which being won by A, he remains with the lead, and one, but not the best trump, though they should not be equally divided. This (his strong suit having forced out the best) establishes it again, notwithstanding the adversary may command the other suits, which are by these means prevented from making.

N. B. Had the ace been put on the second lead, the force would have been on A, and his strong suit entirely useless.

2d. A, with a similar hand, has ace, king, and two small trumps. If the adversaries lead trumps, he should not win the first trick, even if last player. By this, after the second lead, he still retains the best for the third, according to the maxim, and establishes his suit, (though the best trump keeps up against him) unless there are five in one hand originally.

3d. With ace, queen, and two small trumps, do not win the knave led on your left hand, but let it be played again; according to the same maxim.

As the following, or nearly similar situations, frequently occur, I recommend them to the attentive perusal of those students, who feeling within themselves that they comprehend what I called the alphabet, wish to procure a gradual insight into the game. The whole combinations of which, I cannot too-often repeat, proceed from plain and simple principles; but it requires much reflection to comprehend the same maxim, when applied to inferior cards, that appear self evident in the superior. There is scarcely a player, who if he has the ace, king, and knave of the suit of which his right hand adversary turns up the queen, but will lead the king and wait for the return to finesse his knave. But with ace, queen, and ten, (the knave being turned up on his right hand)

the same player will not see that his lead, if he plays a trump, is the queen, and that one and the same principle actuates the players on both occasions, and so on through the suit.

It constantly happens, that the adversary on the right hand having won his partner's lead with the ace or king, returns the knave. In this case do not put on the queen, as the probability is against its being finessed. But on all these occasions, play without hesitation, which constantly directs a skilful adversary where to finesse to advantage.

It frequently happens when you have led from six trumps, that after your second lead you remain with three or four trumps, the best in your adversaries' hand; in these situations play a small trump, which has these two advantages—1st. To prevent the stopping of your partner suit—2d. To give you the tenace, in whatever suit is led by the adversary. This *mutatis mutandis* will show that it is bad play to play out the best trump, leaving others in the hand of one of your adversaries. It may do good to keep it up, by stopping a suit, and can answer no good purpose whatever to play it out.

A remains with the best trump, (say the ten) and a small one, with some losing cards, B, his partner, having clearly the second best, (say the nine) with some winning cards. The adversaries having one small trump and winning cards of the other two suits. A. forced. Query—How is he to play? Answer—A is to ruff with his best, and lead out his small trump, by which he puts it into his partner's hand, to make his winning cards, and renders those of his adversaries of no use whatever. This mode of play would sometimes be right, even when it was not certain whether the second best trump were in his partner's or his adversary's hand; but the fine player alone can be expected to distinguish on so nice an occasion.

There are points where good players disagree. Some play what is called a forward—others a more timid game. Some commonly put on a king, second; others, but rarely. In these cases, a man may play either way, without committing error; but where all good players are of the same opinion, it should be received as an axiom—no good player puts on a queen, knave, or ten second; of course, it should on all occasions be carefully avoided.

105. The possession of the last trump is of most material advantage in the hands of a good player. A has the thirteenth trump, with the ace and four small ones of a suit not played, of which the adversary leads the king and queen: by passing them both, A probably makes three tricks in the suit; but had he won the king, he could not possibly make more than one.

106. When it is in your option to be eight or nine, it is material always to choose the former score.

107. Observe carefully what is originally discarded by each player, and whether, at the time, the lead is with the partner or adversary. If with the former, it is invariably meant to direct the partner—if with the latter, it is frequently intended to deceive the adversary, and induce him to lead to his strong suit.

108. You are not only to take every method to preserve the tenace or advantage of position to yourself, when it is evident that the winning cards lie between you and your adversary; but also to give it, as much as possible, to your partner, when you perceive the strength, in any suit, is in the hands of him and your left-hand adversary; always keeping in your mind, that when the latter or you lead, it is for the adversary. It frequently happens, that by winning your partner's trick, when last player, you accomplish this. A has king, knave, (or any other second and fourth card) with a small one of a suit, that B, his left-hand adversary, has the first and third, and another with the lead. If A leads his small card, and B, your partner, wins it, you, last player, should, if possible, win the trick, though it is your partner's. By which means you prevent A from making a trick, which he must have done had the lead remained with B.

109. As I have ventured to recommend occasional deviations from what is considered as one of the most classic maxims, *i. e.* the leading from single cards, without that strength in trumps hitherto judged indispensably necessary to justify it, I give the reasons that influence my opinion in favour of this practice, with those generally alleged against it, leaving the reader to determine between them. Two objections are made, which it cannot be denied, may and do happen. The first, that if your partner has the king of the suit guarded, and the ace behind it, he loses it; which would not be the case, if the lead came from the adversary. The second, and most essential is, that your partner, if he wins the trick

may lead out trumps, on the suppcsition it is your strong suit; or the adversaries from suspecting your intention. On the contrary, the constant and certain advantages are the preservation of the tenace in the other two suits, which I suppose you to have, and the probable one of making your small trumps, which you could not otherwise do. A has four small trumps, ace, queen, &c. of the second suit; king, knave, &c. of a third; and a single card of the fourth. In these sort of hands, I am of opinion, that the chance of winning, or leading the single card, is much greater than of losing tricks. And I appeal to those who are in the habit of attending whist tables, whether they do not frequently see the players, who proceed exactly according to the maxims of Hoyle, &c., after losing the game, trying to demonstrate that this ought not to have happened, and that they have been vanquished by the bad not good play of their adversaries. I do not recommend, *in general*, leading from single cards, unless very strong in trumps; but with such hands as I have mentioned, I am convinced it may be occasionally done with very great, though not certain, advantage. It may not be unnecessary to inform the reader, that most of Hoyle's maxims were collected during what may be called the infancy of whist; and that he himself, so far from being able to teach the game, was not fit to sit down even with the third rate players of the present day.

I shall conclude these maxims by a short recapitulation of the most material ones, by way of fixing them in the minds of the readers.

1st. Let them be assured, that without comprehending the leads, modes of playing sequences, and an attentive observation of the board, it is as impossible to make any progress in the science of whist, as to learn to spell before they know their alphabet.

2d. That accustoming themselves to reason by analogy, will alone teach them to vary their play according to circumstances: and show them, that the best play in some, is the worst in different situations of the game. It is common to see even good players hazard the game, merely to gain the applause of ignorant bystanders, by making as much of their cards as they are capable of, and this pitiful ambition cannot be too much guarded against. Avoid also the contrary extreme, the fault of the old, and many of the imitators of the new school

These never part with a tenace, or certain trick, though for the probability of making several; and are like fencers who parry well, but cannot attack. No players of this kind can ever excel, though they reach mediocrity.

I must also repeat my advice to proficients, to vary their play according to the set they are engaged with; and recollect that it would be of no advantage to speak French like Voltaire, if you lived with people who are ignorant of the language.

On Leads.

1. The safest leads are, from sequences of three or more cards lead the highest, and put on the lowest to your partner's lead; put the highest on your adversary's. With a terce to the king and several others, begin with the knave.

2. With ace, king, knave, and three small trumps, play the ace and king—with only two the king, and wait for the finesse of the knave. In other suits, without great strength in trumps, or with the hopes of a particular point, do not wait for the finesse.

3. Ace, king, and five others, lead the ace in all suits. With four or less, the lowest of trumps. In other suits, always the ace, unless all the trumps remaining are with you and your partner; in this case, a small one.

4. Ace, queen, knave, &c. in all suits the ace. Ace, queen, ten, with others, in trumps, a small one; but if with three, unless very strong in trumps, lead the ace in other suits.

5. Ace, knave, with small ones, lead the lowest in trumps; in other suits, if with more than two, lead the ace, unless very strong in trumps.

6. Ace, with four small ones in trumps, lead the lowest. If with four or more, in other suits, and not very strong in trumps, the ace.

N. B. It is the general custom with ace and one other to lead the ace; this is right if you have reason to think it your partner's suit, otherwise lead the small.

7. King, queen, ten, &c. in all suits, lead the king, but if it passes, do not pursue the lead, as certain the ace is in your partner's hand, and it is often kept up, but change your lead, and wait for the return from your partner, when you have the finesse of the ten, if necessary.

8. King, queen, and five others, in all suits, the king. With four or less in trumps, lead the lowest. In other

suits always the king, unless you have the two only remaining trumps, if so, you may play a small one.

9. King, knave, ten, &c. in all suits, lead the ten. King, knave, and two or more small ones, the lowest.

N. B. You should not lead from king, knave, and a small one, unless it is clearly your partner's suit, in which case, play your king and knave.

10. Queen, knave, nine, and others, lead the queen. Queen, knave, with one other, the queen. Queen, knave, with two more, the lowest. Queen, ten, and two others, the lowest. Queen, and three small ones, the lowest. Queen or knave, with only two, the queen or knave.

N. B. The trump card sometimes occasions a deviation from these rules. A has the ace or king, with a sequence from the ten downwards, of the suit of which his left hand adversary turns up the knave or queen—A should lead the ten. If the knave or queen be put on, you have a finesse on the return, with the nine; if not, your partner, with an honour, will pass it, and is either way advantageous.

The following Calculations are sufficient for a beginner; deeper ones frequently puzzle even the proficient.

That either player has not one named card not in your hand is ..... 2 to 1
5 to 4 in favour of his having ..... 1 of 2
5 to 2 ..... 1 in 3
4 to 1 ..... 1 in 4

N. B. The odds are so considerable, that no player has two or more named cards, that scarce any situation justifies playing on this supposition, except the impossibility of saving or winning the game otherwise: of course, further calculations are more for curiosity than utility.

The odds of the game are calculated according to the points, and with the deal:

1 love ..... 10 to 9
2 love ..... 10 to 8

and so on, except that nine is considered as something worse than eight. It is three to one in favour of the first game.

N. B. Notwithstanding that calculations are in general accurate, it is difficult to conceive that 10 in 20 is 3 to 1, while 5 in the 10 is 2 to 1, and even 6 in 10 is but 5 to 2. I am convinced whoever bets the 5 to 1, will

lose on a long run: and on the contrary, he who bets the 2 to 1, and 5 to 2, will gain in the same proportion.

The odd trick has always been supposed in favour of the leader; but this is an error, as the dealer has the advantage in this, as in every other score.

[Mr. Mathews's laws differ from Mr. Hoyle's only in stating that mistakes in tricks may be rectified at any time during the game, whether called or not—and that the trump card may be called if left on the table after the first round.]

PROPOSED LAWS.

Though the established laws are excellent as far as they go, yet experience convinces us that they are inadequate to meet the various cases that continually occur at whist tables. Hence disputes, wagers, references, &c. arise, which are often decided differently by different referees, unsatisfactorily to the disputants, and sometimes unaccountably to those interested. It has therefore long been a desideratum, that a code should be attempted, which, having undergone the ordeal of examination by proper judges, should, with any addition they may think proper to make, be hung up in the various club rooms, as a classical authority to be referred to on all occasions. As nobody has undertaken this necessary task, whose acknowledged judgment would prevent all difference of opinion, I have attempted something of the kind. The cases, with their decisions, I know to have happened; and the consequent rules which I endeavour to establish, are founded on the following principles of all laws, viz. That penalties should be in exact proportion to the advantages possible to accrue from the transgression.

Whether these regulations are adopted or not, if they stimulate some person more capable of the task to accomplish what I fail in, I shall by no means regret the trouble I have taken, or be mortified at the rejection of my opinions.

Case 1. The parties were each at the score of 8. A, the elder hand, called, having but one honour in his hand, and his partner did not answer it. B, the next adversary, though he had two honours, did not call, as he of course thought that it could be to no purpose. The game being played out, was won against the honours. This was referred on the spot, and decided in favour of

the tricks; but in my opinion, so improperly, that I do not hesitate to propose the following Law to be added to the present Code;—

"Whoever calls, having only one honour in his hand, should forfeit in proportion to any advantage that actually does or may possibly accrue from the fault. Should it prevent the adversaries from calling, after the hand is played out, the honours shall take place of the tricks."

Case 2. The dealer, after showing the trump card, through awkwardness, let it fall on its face. It was determined on the spot that the deal should not stand good, but the card having been seen, as there could be no possible advantage made by the mistake, I am of a different opinion, and propose the following addition to the 5th law, as it now stands in this book—

"But if the card is shown, and falls on its face by accident *afterward*, then the deal to stand good."

Case 3. A playing out of his turn, B his partner was directed to play a trump. B however led another suit, and three or four cards were played before it was discovered that B had a trump in his hand. It was referred to me on the spot, as no printed laws reached the case. I decided that the cards should be taken up again, and a trump led by B, as directed, This decision was approved by both parties, and I propose it as a law on any similar occasion.

Case 4. A called at 8, his partner did not answer, though he had an honour, having a bet on the odd trick. The adversaries contended that the deal should not stand, and a wager was laid in consequence, and referred to me. I decided that the game was fairly won, because there could be no possible advantage made of the circumstance as far as related to the game, though it might as to the trick, had that been the case referred. I think it impossible to object to the following law, viz —

"No one is obliged to answer to his partner's call, even though he has the other two honours in his hand."

Case 5. A at the score of 8, on gradually opening his hand, saw two honours in it immediately, and told his partner of it, who did not answer. A continuing to look through his cards, found a third honour, and showed them down. It was contended that he had no right to do this, and decided, as I hear, against him; but I

am fully convinced improperly, and I propose as a Law, that

"No man having three honours in his hand can be precluded from taking advantage of them at any time previous to his playing a card."

I shall now attempt to frame a Law, which if agreed to, will, in my opinion, put a stop to a practice that, though perhaps not meant so, is in itself absolutely unfair, and what is still worse, is the parent of all those unpleasant disputes and altercations which form the only objections to a game in every other respect calculated for rational amusement. I need scarcely add, that I mean the discovery, by words or gestures, of your approbation or dislike to your partner's play, before the deal is absolutely finished. I do not mean to prevent talking over the last hand between the deals, but that it should be absolutely prohibited under a severe penalty to say a word between the turning up of the trump card and playing the last card of the deal, except what is already allowed by the rules of the game—such as to ask what are trumps, to desire the cards may be drawn, &c. The law I propose is this—

"Whoever shall by word or gesture, manifestly discover his approval or disapprobation of his partner's mode of play, or ask any questions but such as are specifically allowed by the existing laws of Whist, the adversary shall either add a point to his own score, or deduct one from the party so transgressing at his option."

CONCLUSION.

I have been desired by some beginners to whom this book is particularly addressed to give a minute definition of two words, which, though universally used, are not generally understood—I mean *Tenace* and *Finesse*. Indeed the game depends so much on the comprehension of their principles, that any man desirous of obtaining even a competent knowledge of it, will never regret the trouble of the study.

Many parts of whist are mechanical, and neither maxims nor instructions are necessary to inform the beginner, that an ace wins king, or that you must follow the suit played, if you have one in your hand.

The principle of the Tenace is simple. If A has the ace and queen of a suit, and B his adversary, has the king and knave, the least consideration will show that

if A leads, B wins a trick, and *vice versa*, of course, in every such situation it is the mutual plan of players by leading a losing card to put it into the adversary's hand to oblige him to lead that suit, whereby you preserve the tenace. So far is easily comprehended; but it requires attention with practice to apply the principle so obvious in the superior, to the inferior cards, or see that the same tenace operates occasionally with the seven and five, as the ace and queen, and is productive of the same advantage: A, last player, remains with the ace and queen of a suit not played, the last trump, and losing card. B, his left hand adversary, leads a forcing card. Query—How is A to play? Answer—If three tricks win the game or any particular point, he is not to ruff, but throw away his losing card, because his left hand adversary being then obliged to lead to his suit, he remains tenace, and must make his ace and queen. But upon a supposition that making the four tricks gains him the rubber, he should then take the force, as in these situations you are justified in giving up the tenace for an equal chance of making any material point.

The Finesse has a near affinity to the tenace, except that the latter is equally the object where two, and the former only where there are four players. A has the ace and queen of a suit led by his partner, now the dullest beginner will see it proper to put on the queen: and this is called finessing it, and the intention is obviously to prevent the king from making, if in the hand of his right hand adversary. Should it not be there, it is evident you neither gain nor lose by making the finesse; but few players carry this idea down to the inferior cards, or see that a trick might be made by a judicious finesse, against an eight as a king—but to know exactly when this should be done, requires more skill than in the more obvious cases, united with memory and observation. Another case of finesse even against two cards frequently occurs, and the reason on reflection is self evident.

A leads the ten of a suit of which his partner has the ace, knave and a small one; B should finesse or let the ten pass; even though he knows the king or queen are in his left hand adversary's hand: because he preserves the tenace, and probably makes two tricks; whereas had he put on his ace, he could make but one—in short, tenace is the game of position, and finesse the art of placing yourself in the advantageous one.

THE GAME OF QUADRILLE.

The Game of Quadrille is played by four persons. The number of cards required are forty. The four tens, nines, and eights, are discarded from the pack. The deal is made by distributing the cards to each player, three at a time, for two rounds, and four at a time for one round; commencing with the right-hand player, who is eldest hand.

The trump is made by him or her who plays, with or without calling, by naming spades, clubs, diamonds, or hearts, and the suit so named become trumps.

The two following tables will show the rank and order of the cards, when trumps, or when not so.

RANK AND ORDER OF THE CARDS WHEN TRUMPS.

Clubs and Spades.	*Hearts and Diamonds.*
Spadille, the ace of spades.	Spadille, the ace of spades.
Manille, the deuce of spades or of clubs.	Manille, the seven of hearts or of diamonds.
Basto, the ace of clubs.	Basto, the ace of clubs.
	Punto, the ace of hearts or of diamonds.
King	King
Queen	Queen
Knave	Knave
Seven	Deuce
Six	Three
Five	Four
Four	Five
Three	Six
11 in all	12 in all

RANK AND ORDER OF THE CARDS WHEN NOT TRUMPS.

Clubs and Spades.	*Hearts and Diamonds.*
King	King
Queen	Queen
Knave	Knave
Seven	Ace
Six	Deuce
Five	Three
Four	Four
Three	Five
Deuce	Six
	Seven
9 in all	10 in all

From these tables it will be observed that spadille and basto are always trumps: and that the red suits have one trump more than the black: the former twelve, the latter only eleven.

There is a trump between spadille and basto, which is called manille, and is in black the deuce, and in red the seven: they are the second cards when trumps, and the last in their respective suits when not trumps. Example: the deuce of spades being second trump, when they are trumps, and lowest card when clubs, hearts, or diamonds are trumps; and so of the rest.

Punto is the ace of hearts or diamonds, which are above the king, and the fourth trump, when either of those suits are trumps; but are below the knave, and called ace of diamonds or hearts when they are not trumps. The two of hearts or diamonds is always superior to the three; the three to the four; the four to the five, and the five to the six: the six is only superior to the seven when it is not trumps, for when the seven is manille it is the second trump.

There are three matadores, viz. spadille, manille, and basto; whose privilege is, when the player has no other trumps but them, and trumps are led, he is not obliged to play them, but may play what card he thinks proper provided, however, that the trump led is of an inferior value; but if spadille should be led, he that has manille or basto only is compelled to play it, which is the case with basto in respect to manille, the superior matadore always forcing the inferior.

Although, properly speaking, there are but three matadores, yet all those trumps which succeed the three first without interruption, are also called matadores; but the three first only enjoy the privilege above stated.

TERMS USED IN THE GAME OF QUADRILLE.

To ask leave. is to ask leave to play with a partner, by calling a king.

Basto, is the ace of clubs, and always the third best trump.

Bast, is a penalty incurred by not winning when you stand your game, or by renouncing; in which cases you pay as many counters as are down.

Cheville, is being between the eldest hand and the dealer.

Codille, is when those who defend the pool make more tricks than those who defend the game, which is called winning the codille.

Consolation, is a claim in the game, always paid by those who lose, whether by codille or remise.

Devole, is when he who stands the game makes no trick.

Double, is to play for double stakes, with regard to the game, the consolation, the sans prendre, the matadores, and devole.

Force; the ombre is said to be forced, when a strong trump is played for the adversary to overtrump. He is likewise said to be forced, when he asks leave, and one of the other players obliges him to play sans prendre, or pass, by offering to play sans prendre.

Forced spadille, is when all have passed, he who has spadille is obliged to play it.

Forced sans prendre, is when having asked leave, one of the players offers to play alone, in which case you are obliged to play alone, or pass.

Friend, is the player who has the king called.

Impasse. To make the impasse, is when, being in cheville, the knave of a suit is played of which the player has the king.

Manille is, in black, the deuce of spades or clubs; in red, the seven of hearts or diamonds, and is always the second best trump.

Mark, means the fish put down by the dealer.

Mille, is a mark of ivory, which is sometimes used, and stands for ten fish

Matadores, or mats, are spadille, manille, and basto, which are always the three best trumps. False matadores, are any sequence of trumps, following the matadores regularly.

Ombre, is the name given to him who stands the game, by calling or playing sans appeller, or sans prendre.

Party, is the duration of the game according to the number of tou s agreed to be played.

Pass, is the term used when you have not a hand either to play alone, or with calling a king.

Ponto, or *punto*, is the ace of diamonds, when diamonds are trumps; or hearts, when they are trumps; and is then the fourth trump.

Pool. The pool consists of the fish, which are staked for the deals, or the counters put down by the players, or the basts which go to the game. To defend the pool is to be against him who stands the game.

Prise, is the number of fish or counters given to each player at the commencement of the game.

Regle, is the order to be observed at the game.

Remise, is when they who stand the game do not make more tricks than they who defend the pool, and then they lose by remise.

Renounce, is not to play in the suit led when you have it: likewise when not having any of the suit led, you win with a card that is the only one you have of that suit in which you play.

Reprise, is synonymous with party.

Report, is synonymous with reprise and party.

Roi Rendu, is the king surrendered when called, and given to the ombre, for which he pays a fish. In which case the person to whom the king is given up must win the game alone.

Spadille, is the ace of spades, which is always the best trump.

Sans appeller, is playing without calling a king.

Sans prendre, is erroneously used for sans appeller, meaning the same.

Tenace, is to win with two trumps, that must make when he who has two others is obliged to lead; such as the two black aces (spades and clubs) against manille or punto.

Tours, are the counters, which they who win put down, to mark the number of coups played.

Vole, is to get all the tricks, either with the friend or alone, sans prendre, or declared at the first of the deal.

Laws of the Game of Quadrille, as played in the most fashionable circles.

1. The cards are to be dealt by fours and threes, and in no other manner. The dealer is at liberty to begin by four or three. If in dealing there is a faced card, there must be a new deal, unless it is the last card.
2. If there are too many or too few cards, it is also a new deal.
3. No penalty is inflicted for dealing wrong, but the dealer must deal again.
4. If you play with eleven cards, you are basted.
5. He who has asked leave is obliged to play.
6. No one should play out of his turn; if, however, he does, he is not basted for it; but the card played may be called at any time in that deal, provided it does not cause a revoke: or either of the adversaries may demand the partner of him who played out of his turn, or his own partner, to play any suit he thinks fit.
7. No matadore can be forced but by a superior mat; but the superior forces the inferior, when led by the first player.
8. Whoever names any suit for trumps, must abide by it, even though it should happen to be his worst suit.
9. If you play sans prendre, or have matadores, you are to demand them before the next dealer has finished his deal, otherwise you lose the benefit.
10. If any one names his trump without asking leave, he must play alone, unless youngest hand, and the rest have passed.
11. If any person plays out of his turn, the card may be called at any time, or the adversaries may call a suit.
12. If the person who won the sixth trick plays the seventh card, he must play the vole.
13. If you have four kings, you may call a queen to one of your kings, or call one of your kings: but you must not call the queen of trumps.
14. If a card is separated from the rest, it must be played, if the adverse party has seen it; unless the person who separated it plays sans prendre.
15. If the king called, or his partner, play out of turn, no vole can be played.

16. No one is to be basted for a renounce, unless the trick is turned and quitted; and if any person renounces, and it is discovered, if the player should happen to be basted by such renounce, all the parties are to take up their cards and play them over again.

17. Forced spadille is not obliged to make three tricks.

18. The person who undertakes to play the vole, has the preference of playing before him who offers to play sans prendre.

19. The player is entitled to know who is his king called, before he declares for the vole.

20. When six tricks are won, the person who won the sixth must say, "I play, or do not play the vole," or "I ask"—and no more.

21. He who has passed once has no right to play after, unless he has spadille; and he who asks must play, unless somebody else plays sans prendre.

22. If the players show their cards before they have won six tricks, they may be called.

23. Whoever has asked leave, cannot play sans prendre, unless he is forced.

24. Any person may look at the tricks when he is to lead.

25 Whoever, playing for a vole, loses it, has a right to the stakes, sans prendre, and matadores.

26. Forced spadille cannot play for the vole.

27. If any person discovers his game he cannot play the vole.

28. No one is to declare how many trumps are out.

29. He who plays, and does not win three tricks, is basted alone, unless forced spadille.

30. If there are two cards of a sort, it is a void deal, if discovered before the deal is played out.

Short Rules for Learners.

1. When you are the ombre, and your friend leads from a matt, play your best trump, and then lead the next best the first opportunity.

2. If you possess all the trumps, continue leading them, except you hold certain other winning cards.

3. If all the matts are not revealed, by the time you have six tricks, do not risk playing for the vole.

4. When you are the friend called, and hold only a matt, lead it; but if it is guarded by a small trump, lead

that. But when the ombre is last player, lead the best trump you possess.

5. Punto in red, or king of trumps in black, are good cards to lead when they are your best, and should either of them succeed, then play a small trump.

6. If the ombre leads to discover his friend, and you have king, queen, and knave, put on the knave.

7. Preserve the suit called, whether friend or foe.

8. When playing against a lone hand, never lead a king unless you have the queen; nor change the suit; and prevent, if possible, the ombre from being last player.

9. You are to call to your strongest suits, except you have a queen guarded, and if elder hand, you have a better chance than middle hand.

10. A good player may play a weaker game, either elder or younger than middle hand.

Manner of playing the game and dealing the cards of the stakes, of speaking, of the bast, &c. &c.

1. Every person is to play as he thinks proper, and most advantageously to his own game.

2. No one is to encourage his friend to pay; but each person should know what to do when he is to play.

3. The stakes consist of seven equal billets or contracts, as they are sometimes called, comprising the ten counters and fishes, which are distributed to each player. A mille is equal to ten fish, and every fish to ten counters: the value of the fish is according to the players' agreement, as also the number of tours; which are usually fixed at ten, and marked by turning the corners of a card.

4. Each player having got his ten cards, he that is on the right hand of the dealer, after examining his game, and finding his hand proper to play, must ask if they play: or, if he has not a good hand, he passes, and so the second, third, and fourth. All four may pass: but he who has spadille, after having shown or named it, is compelled to play by calling a king.

5. If the deal is played in this manner, or one of the players has asked leave, and no one choosing to play without calling, the eldest hand must begin: previously naming his suit, and the king he calls: he who wins the trick must play another card, and the rest of course, till

the game is finished. The tricks are then reckoned, and if the ombre, meaning him who stands the game, has, together with him who has king called, six tricks, they have won, and are accordingly paid the game, the consolation, and the matadores, if they have them, and divide what is upon the game, and the basts if there be any.

6. Should they make only five tricks, it is a remise, and they are basted, what goes upon the game, paying to the other players the consolation and the matadores. When the tricks are equally divided between them, they are also basted: and if they make only four tricks between them, it is a remise. Should they make less, they lose codille, and in that case pay their adversaries what they should have received if they had won; namely, the game, consolation, and matadores, if they have them, and are basted what is upon the game; and if they win codille, divide the stakes. The bast, and every thing that is paid, arise equally from the two losers; one half by him who calls, and the other by him who is called: the same in case of codille as remise, unless the ombre does not make three tricks, in which case, he who is called is not only exempt from paying half the bast, but also the game, consolation, and matadores, if there are any, which in that case, the ombre pays alone, and likewise in case of a codille as a remise. This rule is enforced to prevent unreasonable games being played.

7. A single case may occur, in which if the ombre makes only one trick, he is not basted alone; which is, when not having a good hand, he passes, and all the other players have passed likewise, and he having spadille is compelled to play. In this case, it would be unjust to oblige him to make three or four tricks; wherefore he who is called pays half of the losing; for this reason, he who has spadille, with a bad hand, should pass, in order that if he is afterward obliged to play by calling a king (which is called forced spadille,) he may not be basted singly.

8. The player who was once passed, cannot be allowed to play, and he who has asked leave cannot refuse to play; unless another should propose playing without calling.

9. When a person has four kings he may call a queen to one of his kings, but not that which is trumps. He

who has one or more kings, may call one of those kings; but in this case he must make six tricks alone, and therefore, wins or loses singly. The king of the suit in which he plays cannot be called.

10. When he who is not eldest of hand has the king called, and plays spadille, manille, or basto, or even the king called, in order to show that he is the friend, having other kings that he is apprehensive the ombre may trump, he is not to be allowed to go for the vole; and he is basted if it should appear it is done with that design.

11. No hand is allowed to be shown, though codille may already be won, in order that it may be seen whether the ombre is basted singly. Should the ombre or his friend show his cards before he has made six tricks, judging that he might have made them, and there should appear a possibility of preventing his making them, the other players may compel him to play his cards in what order they choose.

12. Whoever plays without calling must himself make six tricks to win; all the other players being united against him, and therefore exert their combined efforts to distress him. Whoever plays without calling, is permitted to play in preference to any other, who would play with calling: nevertheless, if he who has asked leave will play without calling, he has the preference of him who would force him. These are the two methods of play without calling, which are called *forced*.

13. He who plays without calling, not dividing the winnings with any other player, consequently when he loses pays all himself. Should he lose by remise, he is basted, and pays each other player the consolation, the sans appeller, (commonly, though erroneously, called the sans prendre,) and matadores, should there be any. Should he lose codille, he is also basted, and pays each player what he would have received from each, if he had won. Those who win the codille divide the gains; and if there be any remaining counters, they belong to the player of the three who may have the spadille, or the highest trump in the succeeding deal. The same rule operates with respect to him who calls one of his own kings: he wins or loses alone, as in the other case except the sans appeller, which he neither pays, nor receives, although he plays singly.

14 Shou'd he play sans appeller, though he may have a sure game, he is compelled to name his suit; if he does not, though he shows his cards and says, "I play sans appeller," either of the players can oblige him to play in which suit he chooses, though he should not have a trump in that suit.

15. No player is compelled to trump, when he is not possessed of any of the suit led, nor obliged to play a *higher* card in that suit if he has it; although he is the last player, and the trick belongs to the ombre; but he is compelled to play in the suit led if he can, otherwise he renounces. Should he separate a card from his game and show it, he is compelled to play it; if by not doing it, the game should be prejudiced, or give any intelligence to his friend, but particularly if it should be a matadore. He who plays sans appeller, or by calling himself, is not subject to this rule.

16. One player may turn the tricks made by the others, and reckon what has been played; but only when it is his turn to play. Should he, instead of turning a player's tricks, turn and see his game, or show it to the other players, he is basted, together with him whose cards he turned; each paying a moiety to the loss.

17. He who renounces is basted as often as detected, but no renounce takes place till the trick is turned. Should the renounce be discovered before the deal is finished, and has proved detrimental to the game, the cards must be taken up again, and the game replayed from that trick where the renounce began. But should all the cards be played, the bast still is made, and the cards must not be replayed, unless there should be several renounces in the same deal. In this case they are to be played again, unless the cards should have been previously mixed together. When several basts appear in the same deal, they all go together, unless a different agreement is made; and in cases of basts, the greatest is first reckoned.

PARTICULAR GAMES.

Having made the learner acquainted with the rules necessary to a perfect knowledge of the game of quadrille, we shall now present him with a copious collection of such cases as give a fair chance of winning the

game by calling a king; with directions at the end of each case what trump is necessary to lead.

Games in red, which may be played, calling a king.

1. Spadille, manille, two small hearts or diamonds, the queen of clubs, and one small one, and four smal cards of the other suits. Lead a small trump.

2. Spadille, manille, two small hearts or diamonds, with the knave and two small clubs, and three small cards of the other suits. Lead a small trump.

3. Spadille, manille, two small hearts or diamonds, three small clubs, and three small cards of the other suits. Lead a small trump.

4. Spadille, punto, king, queen, and one small heart or diamond, three small clubs, the queen and one spade. Lead punto.

5. Spadille, punto, king, knave, and one small heart or diamond, the knave and two small clubs, and two small spades. Lead punto.

6. Spadille, king, queen, knave, and one small heart or diamond, with the queen, knave, and one small club, and two small spades. Lead the king of trumps.

7. Spadille, three, four, five, and six of hearts or diamonds, king of clubs and one more, queen and two small spades; whether elder or any other hand, when you have the lead play a small trump; in the second lead play spadille.

8. Manille, basto, punto, and two small hearts or diamonds, three small clubs, and the knave and one spade. Lead manille.

9. Manille, basto, king, and two small hearts or diamonds, queen and one small club, and three small spades. Lead manille.

10. Manille, basto, queen, and two small hearts or diamonds, queen and two small clubs, knave and one spade. Lead manille.

11. Manille, basto, with the three smallest hearts or diamonds, queen and one small club, knave and two small spades. Play a small trump.

12. Manille, punto, king, and two small hearts or diamonds, queen, knave, and one small club, king and one small spade. Lead manille.

13. Manille, punto, queen, and two small hearts or diamonds, queen and one small club, king and two small spades. Play a small trump

14. Manille, punto, and three small hearts or diamonds, knave and one small club, king, queen, and one small spade. Play a small trump.

15. Manille, and the four smallest hearts or diamonds, queen and one small club, king, queen, and one small spade. Play a small trump.

16. Basto, punto, king, and two small hearts or diamonds, king and queen of clubs, queen and two small spades. Lead basto.

17. Basto, punto, queen, and two small hearts or diamonds, queen, knave, and one small club, king and queen of spades. Lead basto.

18. Basto, punto, and three of the smallest hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

19. Basto, and the four smallest hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

20. Punto, king, queen, and two small hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Lead punto.

21. Punto, king, and three small hearts or diamonds, king and queen of clubs, queen, knave, and one small spade. Play a small trump.

Games in black, which may be played, calling a king.

1. Spadille, manille, and two small clubs or spades, queen and two small hearts, and three small diamonds. Lead a small trump.

2. Spadille, manille, and two small clubs or spades, queen and two small hearts, and three small diamonds. Lead a small trump.

3. Spadille, manille, and two small clubs or spades, three small hearts, three small diamonds. Lead a small trump.

4. Spadille, king, queen, and two small clubs or spades, with the queen and one small heart, three small diamonds. Lead the king of trumps.

5. Spadille, king, knave, and two small clubs, queen and two diamonds, two small hearts. Play a small trump.

6. Spadille, queen, and three small clubs or spades, queen and two small hearts, two small diamonds. Play a small trump.

7. Spadille, and the four smallest clubs or spades,

king and one small heart, queen and two small diamonds. Play a small trump.

8. Manille, basto, king, and two small clubs or spades, three small hearts, and two small diamonds. Lead manille.

9. Manille, basto, queen, and two small clubs or spades, three small hearts, queen and one small diamond. Lead manille.

10. Manille, basto, knave, and two small clubs or spades, knave and one heart, three small diamonds. Lead manille.

11. Manille, basto, and three small clubs or spades, queen and two small hearts, knave and one small diamond. Lead manille.

12. Manille, king, queen, and two small clubs or spades, king and one small heart, queen, knave, and one small diamond. Lead manille.

13. Manille, king, knave, and two small clubs or spades, king and one small heart, queen and two small diamonds. Lead manille.

14. Manille, king, and three small clubs or spades, queen and two small hearts, king and one small diamond. Play a small trump.

15. Manille, and the four smallest clubs or spades, king, queen, and one small heart, two small diamonds. Play a small trump.

16. Basto, king, queen, and two small clubs or spades, queen and two small hearts, king and one small diamond. Lead basto.

17. Basto, king, knave, and two small clubs or spades, knave and one heart, king and two small diamonds. Lead basto.

18. Basto, king, and three small clubs or spades, king and queen of hearts, queen and two small diamonds, Play a small trump.

19. Basto, and four of the smallest clubs or spades, king and queen of hearts, queen, knave, and one small diamond. Play a small trump.

20. King, queen, knave, and two small clubs or spades, king and queen of hearts, knave and two small diamonds. Lead the king of trumps.

21. King, queen, seven, six, and five of clubs or spades, king and queen of hearts, queen, knave, and one small diamond. Lead the king of trumps.

Remember to call your strongest suits, excepting when

you have a queen guarded. If you are elder hand, you have a fairer chance to win, than if middle hand, because you have an opportunity of leading a trump, which frequently obliges your adversaries to play against each other.

Games sans prendre, or alone in black, elder hand leading a trump.

1. Spadille, manille, basto in clubs, king and six of diamonds, king and six of hearts, king, five, and six of spades.
2. Three matadores, and three of clubs, king and six of diamonds, king and six of hearts, two small spades.
3. Three matadores, three and four of clubs, king and six of diamonds, three small hearts.
4. Three matadores, with three, four, and five of clubs, two small diamonds, and two small hearts.
5. Spadille, manille, queen, knave, three, and four of clubs, two small diamonds, and two small hearts.
6. Spadille, manille, king, three, four, and five of clubs, two small diamonds, and two small hearts.
7. Manille, basto, queen, three, four, and five of clubs, king and six of diamonds, and two small hearts.
8. Spadille, three, four, five, and six of clubs, king and a small diamond, king of spades, king and one small heart.
9. Manille, king, queen, two small spades, king and one small heart, queen, knave, and one small diamond.
10. Manille, king, knave, and two small spades, king and one small heart, queen and two small diamonds.
11. Basto, king, queen, and two small spades, queen and two small hearts, king and one small diamond.
12. Basto, king, knave, two small spades, king and queen of hearts, queen and two small diamonds.

Games sans prendre, or alone, in red, elder hand.

1. Three matadores in hearts, king and one small diamond, king and one spade, king and two clubs.
2. Three matadores, and three of hearts, king and one small diamond, king and queen of clubs, two small spades.
3. Three matadores, three, four, and five of hearts, two small diamonds, and two small clubs.
4. Spadille, manille, two, three, four, five, and six of hearts, king and one club, and two small diamonds.
5. Spadille, manille, two, three, four, five, and six of hearts, king and two small diamonds, and one small club.

6. Four matadores in hearts, king and two small clubs, king and two small spades.

7. Manille, basto, punto, three and four of hearts, king and one club, king and two spades.

8. Manille, basto, punto, knave, three, four, and five of hearts, one small diamond, and two small spades.

9. Manille, basto, punto, queen, three, four, and five of hearts, one small diamond, and two small clubs.

10. Spadille, two, three, four, five, and six of hearts, king and one diamond, king of spades, and king of clubs.

CALCULATIONS.

It is about five to four that your partner holds one card out of two; and five to two that he holds one out of three certain cards.

Application of the above.

1. Suppose you should hold one matadore. It is by the first calculation evident, that it is five to four in your favour that your partner holds one of the two, and consequently you may play your game accordingly.

2. Suppose you have no matadore, but with the assistance of one of them you have great odds of winning the game: you may observe by the second calculation, that it is about five to two that your partner holds one of them.

These calculations apply to a variety of cases, and will be found very useful to the player.

ADDITIONS TO THE GAME OF QUADRILLE.

This game is sometimes played in a favourite suit, which is generally hearts, and which has the preference of playing alone, or the vole; for which an additional fish is paid or lost.

It is also played with roi rendu, called the mediateur, by buying a king you want from any, giving another card and paying a fish for it; with which you play alone, or sans prendre. But these are seldom played, and only render the game more complex and difficult for learners, and often prevent an agreeable party from making a pool.

Solitary quadrille is where it is agreed not to call, but always play sans prendre, with or without the mediateur; and if in any deal no one can play alone, then

the cards are to be dealt again, and such additions made to the stake as may have been agreed upon.

Solitary quadrille by three, or tredrille, is by throwing out all (except the king) of one, and only the six of the red suit; each person playing on their own account, as at three-handed whist.

SNIP, SNAP, SNORE 'EM.

THIS is a very laughable game, and is extremely simple. It may be played by any number of persons, and with a complete pack of cards. Each places before him *five* cents or counters as his stock, and all the cards are dealt out in the usual order. The game consists in playing a card of equal value with the person immediately before you, which *snips* him; if the player next to you has a third card of the same value, you are snapped; and the fourth produces a snore. For example, if the elder hand A plays a six, and B likewise plays a six, A is *snipped*, and puts *one* into the pool.—If C has also a six, B is *snapped*, and pays *two* in the pool; and if D has the other six, C is *snored*, and pays in *three*.—The fourth of course is safe, because all the four sixes are now played. No person can play out of his turn; but every one must *snip* or *snap* when it is in his power. When any one has paid into the pool his *five* cents, he retires from the game; and the pool becomes the property of the person whose stock holds out longest. The cards are sometimes dealt three or four times before the game is decided; but if the players are reduced to two or three, they only get 13 cards each.

THE GAME OF PIQUET.

THE game of piquet is played by two persons, with thirty-two cards; which are, the ace, king, queen, knave, ten, nine, eight, and seven of every suit. The ace is the highest, and is equal to eleven points; the king ranks above the queen, and the queen above the knave: they are each equal to ten points. The ten also reckons for ten; the nine for nine; the eight for eight; and so for the rest.

Terms used in the game of Piquet.

Carte Blanche, is when you have not a pictured card in your hand, which reckons for ten points, and takes place of every thing else.

Cards, is the majority of the tricks which reckons for ten points.

Capot, is when either party makes every trick, which counts for forty points.

Huitieme, is eight successive cards of the same suit, and reckons for eighteen points.

Point, is the number of cards of the same suit, the ace as eleven, the pictured cards as ten, and the smaller cards by counting their pips, and counts for as many points as cards.

Pique, is when one player counts thirty in hand, or play before the adversary counts one: in which case, instead of thirty, it reckons for sixty, to which are added as many points as may be reckoned above thirty.

Quatorze, is the four aces, kings, queens, knaves, or tens, and reckons for fourteen points.

Quart, is four successive cards of the same suit, and reckons for four points. There are five kinds of quarts, viz. ace, king, queen, knave, called quart-major, down to knave, ten, nine, eight, seven, a quart minor.

Quint, is five successive cards of the same suit, and reckons for fifteen points. There are four kinds of quints, ace, king, queen, knave, ten, called quint-major, down to knave, ten, nine, eight, seven, a quint minor.

Ripique, is when one of the players counts thirty points before his adversary has counted one, or has claimed either point, sequence, or quatorze, when instead of reckoning thirty he reckons ninety, and proceeds above as many points as he could above thirty.

Sixieme, is six successive cards of the same suit, and reckons for sixteen points. There are three kinds of sixiemes, viz. ace, king, queen, knave, ten, nine, a sixieme-major, down to queen, knave, ten, nine, eight, seven, a sixieme-minor.

Septieme, is seven successive cards of a suit, and counts for seventeen points. There are two sorts, viz. from the ace to the eight inclusive, a septieme-major, and from the queen to the seven inclusive, a septieme-minor.

Tierce, is three successive cards of the same suit, and counts for three points. There are six kinds of tierces, viz. ace, king, queen, called tierce-major, down to nine, eight, seven, a tierce-minor.

Talon, or stock, is the eight remaining cards, after twelve are dealt to each person.

Laws of the game of piquet, as played in the most fashionable circles.

1. If the dealer turns up a card in dealing, belonging to the elder hand, it is in the option of the elder hand to have a new deal.

2. If the dealer deals a card too many, or too few, it is in the option of the elder hand to have a new deal; but if he stands the deal, he must leave three cards for the younger hand.

3. Whoever deals twice successively, and recollects himself before he has seen his cards, may compel his opponent to deal, though the latter has seen his cards.

4. If there should be a faced card in dealing, there must be a fresh deal.

5. If there should be a faced card in the talon, or stock, the deal must stand good, unless it is the upper card, or the first of the three that belong to the dealer: but in case of two faced cards, a new deal necessarily ensues.

6. Should the pack be erroneous, that is to say, should there be two tens, or any other two cards of the same suit; or should there be a supernumerary card, or

one deficient, the deal is void; but the preceding deal remains valid.

7. The elder hand is obliged to lay out one card.

8. If the elder hand takes in one of the three cards which belong to the younger hand, he loses the game.

9. If the elder hand, in taking his five cards, should happen to turn up a card belonging to the younger hand, he is to reckon nothing that deal.

10. If the elder or younger hand plays with thirteen cards, he counts nothing.

11. If either of the players has thirteen cards dealt him, it is in the option of the elder hand, either to play the cards, or have a new deal, whichever he should judge most advantageous: but should either of the players have fourteen cards, or more, a new deal must take place.

12. Should the elder hand have thirteen cards, and chooses to play them, he must discard five, and take in four only.

13. If the elder or younger hand reckons what they have not, they count nothing.

14. If the elder hand touches the stock after he has discarded, he cannot alter his discard.

15. Carte blanche counts first, and consequently saves piques, and repiques.

16. In cutting you must cut two cards at the least.

17. If you play with eleven cards, or fewer, no penalty attends it.

18. If you call a point and do not show it, you reckon nothing for it: and the younger hand may show and reckon his point.

19. If the younger hand takes in five cards, it is the loss of the game, unless the elder hand has left two cards.

20. The player who omits, at the beginning, to reckon carte blanche, his points or the aces, &c. or any sequence he may have good in his hand, cannot afterward reckon them.

21. Whoever forgets to show his point, sequence, &c. which he may have better than his opponent, before he plays his first card, cannot count them afterward.

22. At the conclusion of each game, the players must cut for deal, unless there is a previous engagement to deal alternately throughout the party.

23. Neither player can discard twice; and if he has touched the stock, whatever cards he has discarded, cannot again be taken in.

24. No player may see the card he is to take in before he has discarded; wherefore, when the elder hand leaves any of the take-in cards, he must specify what number he takes in, or how many he leaves.

25. He who calls his game wrong, and does not correct himself before he begins to play, reckons nothing he has in his game: for if the adversary discovers it, at the beginning, middle, or end of the deal, he shall not only prevent his adversary from reckoning, but he shall himself reckon all he has good in his game, which the other cannot equal.

26. Any card which is separated, and has touched the board is deemed to be played. Nevertheless, if a card is played to the antagonist's lead, of a suit differen from what has been played, he is entitled to take it up, and play another of the proper suit; for there is no penalty for a renounce, there cannot be any in this case. But if the player should have none of the suit led, and plays a card he did not intend, he is not permitted to take it up again after he has once quitted it.

27. Whoever says, "I play in such a suit," and afterward does not play that suit which he should play, in order to see the cards the dealer has left, is liable to be compelled by his opponent to play in what suit the latter chooses.

28. The player, who, by accident, or otherwise, turns or sees a card appertaining to the stock, is to play in what suit his antagonist may fix on.

Manner of playing the game of Piquet.

1. The game consists of one hundred and one points. The usual mode of marking them is by cards, such as the six and the three of any suit to denote the units, and the six and the three of an opposite suit for the tens.

2. On commencing the game, the cards are shuffled, and the parties cut for deal. The person who cuts the lowest is the dealer. The non-dealer has a considerable advantage from being elder hand.

3. The dealer then shuffles the cards and presents them to his adversary, who may shuffle them if he thinks proper; but the dealer must have the last shuffle. They are then cut by the adversary, and the dealer

gives two cards alternately, until each party has twelve The remaining eight cards are placed upon the table, and are called the talon, or stock.

4. The first thing to be considered, after sorting the cards, is whether you have a carte blanche. When that is the case you must let your adversary discard, and when he is going to take his share from talon, you must, before he has touched it, lay your twelve cards on the table, counting them one after another; and your adversary must not touch the cards he has discarded.

5. After the players have examined their hands, the elder hand discards the five cards which seem the least necessary for his advantage, and takes as many from the talon; and the youngest hand lays out three, and takes in the last three of the talon.

6. The first intention, with skilful players, in discarding, is to gain the cards, and to have the point, which most commonly induces them to keep in that suit of which they have the most cards, or that which is the strongest suit; for it is convenient, sometimes, to prefer forty one in one suit to forty-four in another, in which a quint is not made; sometimes, even having a quint, it is more advantageous to hold the forty-one, where, if one card only is taken, it may make it a quint-major, gain the point, or the cards, which could not have been done by holding the forty-four, at least without an extraordinary taken-in.

7. In discarding you must also endeavour to get a quatorze, that is, four aces, kings, queens, knaves or tens; each of which counts fourteen, and is therefore called a quatorze; the four aces prevent your adversary counting four kings, &c. and enables you to count a lesser quatorze, as of tens, although your adversary may have four kings, &c. because the stronger annuls the weaker: and you may also count three aces, three kings, three queens, three knaves, or three tens. Three aces are better than three kings; and he who has them may count his three tens, although the adversary may have three kings.

8. The same is to be observed in regard to the huitiemes, septiemes, sixiemes, quints, quarts, and tierces, to which the player must have regard in his discarding, so that what he takes in may make them for him.

9. The point being selected, the elder hand declares what it is, and asks if it is good: if his adversary has not so many, he answers, "it is good;" if he has just as many, he answers, "it is equal;" but if he has more, he answers, "it is not good." The player who has the best, counts as many for it as he has cards which compose it; and whoever has the point counts it first, whether he is eldest or youngest.

10. The points, tierces, quarts, quints, &c. which are good are to be shown on the table, in order that their value may be seen and reckoned: but you are not obliged to show quatorzes, or three aces, kings, &c.

11. When each has examined his game, and the eldest, by the questions he asks, sees every thing that is good in his hand, he begins to reckon: first the carte blanche, then the point, then the sequences, and lastly the quatorzes, or threes of aces, kings, &c.; after which he begins to play his cards, counting one point for every figured card or ten.

12. When the elder hand has led his first card, the younger shows his point, if it is good; also the sequences, quatorzes, or threes of aces, kings, &c. or carte blanche, if he has it; and having reckoned them all together, he takes the first trick if he can with the same suit, and counts one for it; if he cannot, the other turns the trick and continues; and when the younger hand can take the trick, he may lead what suit he pleases.

13. In order to play the cards well, you must know the strength of your game, that is, by your hand you should know what your opponent has discarded, and what he retains. To do this, be particularly attentive to what he shows and reckons.

14. There are no trumps in the game of piquet; the highest card, therefore, of the suit led wins the trick.

15. When the elder hand has neither point nor any thing to reckon, he begins to count from the card he plays, which he continues till his adversary wins a trick, who then leads in his turn. He who wins the last trick counts two.

General Rules.

1. A ways play according to the stages of your game, that is, when you are backward in the game, play a pushing game, otherwise you are to make twenty-seven points elder hand, and thirteen points younger hand;

and always compare your game with your adversary's, and discard accordingly.

2. Always discard with the view of winning the cards; for this is so essential a part of the game, that it generally makes twenty-two or twenty-three points difference; you are, therefore, not to discard for low quatorze, such as three queens, three knaves, or three tens, because in any of these cases the odds are three to one, elder hand, that you do not succeed, and seventeen to three, younger hand; for supposing you should go for a quatorze of queens, knaves, or tens, and throw out an ace or a king, by so doing, you run the risk of losing above twenty points, in expectation of winning fourteen points.

3. At the beginning of a party, always play to make your game, which is twenty-seven points elder hand, and thirteen points younger hand; therefore, if you are elder hand, and have a tierce-major, and the seven of any suit, it is five to two but you take in one card out of any four certain cards: therefore, suppose you shoul have three queens, three knaves, or three tens, you are in this case to discard one of them, in preference to the seven of such a suit; because it is three to one that you do not take in any one certain card, elder hand, to make you a quatorze, consequently you discard the seven of such a suit to a great advantage.

4. If your adversary should be very much before you in the game, the consideration of winning the cards must be put entirely out of the question; therefore, suppose you should have a quart to a queen, or a quart to a knave; in which case it is only about five to four, being elder hand, but that you take in a card to make you a quint, and about three to one but that you take in a queen, a knave, or ten; and if you should have three of either dealt you, it is good play to make a push for the game, particularly if it is so far advanced as to give you but little chance for it in another deal; and in this and other cases, you may have recourse to the calculations ascertaining the odds.

5. As gaining the point generally makes two points difference; when you discard you should endeavour to gain it, but not risk the losing of the cards by so doing.

6. It is so material to save the lurch, or to lurch your adversary, that you ought always to risk some points in order to accomplish either of them.

7. When you have six tricks with any winning card in your hand, be sure to play that card; because you play, at least, eleven points to one against yourself, by not doing so.

8. When you are considerably advanced in the game (suppose, for example, you are eighty to fifty,) it is your interest to let your adversary gain two points to your one as often as you can, particularly if you are elder hand the next deal: but if, on the contrary, you are to be younger hand, and are eighty-six to fifty or sixty, never regard the losing two or three points for the gaining of one, because that point brings you within your show.

9. The younger hand plays upon the defensive; therefore, in order to make his thirteen points, he is to carry tierces, quarts, and especially to strive for the point: but suppose him to have two tierces, from a king, queen, or knave, as it is twenty-nine to twenty-eight that he succeeds, he having in that case four certain cards to take in to make him a quart to either of them, and, perhaps thereby save a pique, &c. he ought preferably to go for that which he has the most chance to succeed in: but if instead of this method of play, he has three queens, knaves, or tens, and should attempt to carry any of them preferable to the others, the odds that he does succeed being seventeen to three against him, he consequently discards to a great advantage.

10. Sometimes the elder or younger hand may sink one of his points (a tierce of three kings, queens, knaves, or tens) with the view of winning the cards: but this must be done with great judgment.

11. Sometimes it is good play for a younger hand not to call three queens, knaves, &c. and to sink one card of his point which his adversary may suppose to be a guard to a king or queen.

12. When the younger hand has a chance of saving or winning the cards by a deep discard; as, for example, suppose he should have the king, queen, and nine of a suit; or the king, knave, and nine of a suit; he may discard either of those suits, with a moral certainty of not being attacked in them; and the odds that he does take in the ace of either of those suits being against him, it is not worth his while to discard otherwise in expectation of succeeding.

13. When the younger hand has three aces dealt him, it is generally best for him to throw out the fourth suit

4. The younger hand should generally carry guard to his queen suits, in order to make points, and save the cards.

15. If the younger hand observes that the elder hand by calling his point, has five cards, which will make five tricks in play, and may have the ace and queen of another suit, he should throw away the guard to that king, especially if he has put out one of that suit, which will give him an even chance of saving the cards.

16. If the elder hand has a quart to a king dealt him, with three kings, and three queens, including the king to his quart, and is obliged to discard either one of his quart to the king, or to discard a king or queen, which is best for him to discard? The chance for taking in the ace or nine to his quart to a king, being, one out of two certain cards, is exactly equal to the taking either a king or a queen, having three of each dealt him: he is therefore, to discard in such a manner as gives him the fairest opportunity of winning the cards. This case may be a general direction to discard in all similar cases, either for elder or younger hand.

17. If the elder hand has taken in his five cards, and has the ace, king, and knave of a suit, having discarded two of that suit: if he has also the ace, king, knave, and two small cards of another suit, but no winning cards in the other suits, which of these suits should he play from, in order to have the fairest chance of winning or saving the cards? He is always to play from the suit of which he has the fewest in number; because if he finds his adversary guarded there, the probability is in his favour that he is unguarded in his other suits; and should he play from the suit of which he has the most in number, and finds his adversary's queen guarded, in that case, he has no chance to save or win the cards.

18. When the elder hand is sure to make the cards equal, by playing of them in any particular manner, and is advanced before his adversary in the game, he must not risk the losing of them; but provided the adversary is greatly before him, in that case it is his interest to risk the losing of the cards, in endeavouring to win them.

Calculations, illustrative of the best Method of discarding any hand well.

1. The chance of an elder hand's taking in one certain card, is 3 to 1 against him.

2. That of his taking in two certain cards, is 18 to 1 against him.

3. What are the odds that an elder hand takes in four aces?

	Agst. him.	For him.
That he takes in four aces, is . . .	986 to 1.	
. . . . . 3 aces, about . . .	33 to 1.	
. . . . . 2 aces, ...	3 to 1.	
. . . . . 1 ace, ...	2 to 5.	

4. If an elder hand has one ace dealt him, what are the odds that he takes in the other three?

	Agst. him.	For him.
That he takes in the 3 aces, ...	113 to 1.	
. . . . . 2 aces, ...	6 to 1.	
. . . . . 1 ace, ...	2 to 3.	

5. If an elder hand has two aces dealt him, what are the odds that he takes in the other two?

	Agst. him.	For him.
That he takes in the other to aces is . .	18 to 1.	
At least one of them, is near 5 to 4 against him, or	21 to 17.	

6. If an elder hand has two aces and two kings dealt him, what are the odds that he takes in two aces or two kings remaining?

	Agst. him.	For him.
It is about	17 to 2.	

7. If the elder hand has neither ace nor king dealt him, what is his chance to take in both an ace and a king in 2, 3, 4, or 5 cards?

	Agst. him.	For him.
In 2 cards, it is about	11 to 1.	
In 3 cards, ...	4 to 1.	
In 4 cards, ...	9 to 5.	
In 5 cards, ...	33 to 51.	

8. That a younger hand takes in two certain cards, is 62 to 1 against him.

9. That a younger hand takes in three certain cards, is 1139 to 1 against him.

10. The younger hand having no ace dealt him, the chance of his taking one is 28 to 29 for him.

11. If the younger hand has one ace dealt him, what are the odds of his taking in one or two of the three remaining aces?

	Agst. him.	For him.
That he takes in two of them is about . .	21	to 1.
At least one of them	3	to 2.

12. The odds that the younger hand takes in one certain card is 17 to 1 against him.

13. The odds of a carte blanche are 1791 to 1 against him.

Computations for laying wagers.

1. That the elder hand wins the game is 5 to 4.

2. That the elder hand does not lurch the younger hand is about 2 to 1.

3. That the younger hand does not lurch the elder hand is near 4 to 1.

4. Suppose A and B make a party at piquet. A has the hand: what are the odds that A wins the party? About 23 to 20.

5. If A has one game, and B one game, he who is eldest hand has about 5 to 4 to win the party.

6. If A has two games love before they cut for the deal, the odds are about 4 to 1 that he wins the party.

7. If A has two games love, and has the hand, the odds are about 5 to 1 that he wins the party.

8. If B has the hand when A is two love, the odds in favour of A are about 37 1-2 to 1.

9. If A has two games, and B one, before they cut, the odds in favour of A are about 2 to 1.

10. If A has the hand, and two games to one, the odds are about 11 to 4.

11. If B has the hand when A is two games to one, the odds in favour of A are about 9 to 5.

12. If A is one game love, and elder hand, the odds in favour of A are about 17 to 7.

13. If A has one game love, and younger hand, the odds in favour of A are about 2 to 1.

THE GAME OF QUINZE.

This is a French game. It is usually played by only two persons, and is much admired for its simplicity and fairness; as it depends entirely upon chance, is soon decided, and does not require that attention which most other games on the cards do; it is, therefore, particularly calculated for those who love to sport upon an equal chance.

It is called Quinze from fifteen being the game; which must be made as follows:

1. The cards must be shuffled by the two players, and when they have cut for deal, which falls to the lot of him who cuts the lowest, the dealer has the liberty of this, as well as at all other games, to shuffle them again.

2. When this is done, the adversary cuts them; after which the dealer gives one card to his opponent, and one to himself.

3. Should the dealer's adversary not approve of his card, he is entitled to have as many cards given to him, one after the other, as will make fifteen, or come nearest to that number; which are usually given from the top of the pack; for example: If he should have a deuce, and draws a five, which amount to seven, he must go on, in expectation of coming nearer to fifteen. If he draws an eight, which will make just fifteen, he, as being eldest hand, is sure of winning the game. But if he overdraw himself, and make more than fifteen, he loses, unless the dealer should happen to do the same; which circumstance constitutes a draw game, and the stakes are consequently doubled. In this manner they persevere, until one of them has won the game, by standing and being nearest to fifteen.

4. At the end of each game, the cards are packed and shuffled, and the players again cut for deal.

5. The advantage is invariably on the side of the elder hand.

THE GAME OF VINGT-UN.

The Game of Vingt-un, or twenty-one, resembles the game of Quinze. It may be played by two or more persons, and as the deal is advantageous, and often continues for a considerable time with the same person, it is customary to determine it at the commencement by the first ace turned up, or in any other mode that may be agreed upon.

The cards are all dealt out in succession, unless a natural vingt-un occurs; and in the meantime the pone, or youngest hand, should collect those that have been played, and shuffle them together, in order that they may be ready for the dealer against the period when he shall have distributed the whole pack.

In the first place the dealer is to give two cards, by one at a time, to each player, including himself. He is then to ask every person in rotation, beginning with the eldest hand on the left, whether he stands or wishes to have another card; which, if required, must be given from off the top of the pack, and afterward another, or more if desired, till the points of the additional card or cards, added to those dealt, exceed or make twenty-one exactly, or such a number less than twenty-one as may be judged proper to stand upon.

But when the points exceed twenty-one, then the cards of that individual player are to be thrown up directly, and the stake paid to the dealer, who also is in turn entitled to draw additional cards, and on taking a vingt-un is to receive double stakes from all who stand the game, excepting such other players as may chance to have twenty-one; between whom it is thereby a drawn game.

When any adversary has a vingt-un, and the dealer has not, in that case, the opponent so having twenty-one wins double stakes from him.

In the other cases, excepting where a natural vingt-un happens, the dealer pays single stakes to all whose num-

bers under twenty-one are higher than his own, and receives from those who have lower numbers. But nothing is paid or received by those who happen to have similar numbers with the dealer; and when the dealer draws more than twenty one, he is to pay to all who have not thrown up their cards.

Whenever twenty-one is dealt in the first instance, it is styled a natural vingt un, and should be declared immediately. It entitles the possessor to deal, and also to double stakes from all players, unless there shall be more than one natural vingt-un. In this case the younger hand or hands so having the same, are excused from paying to the eldest; who takes the deal of course.

An ace may be reckoned either as eleven, or as one.

The court cards are counted as ten, and the rest of the pack according to their points.

The odds of this game depend merely upon the average quantity of cards likely to come under, or to exceed twenty-one. For example: If those in hand make fourteen exactly, it is seven to six that the one next drawn does not make the number of points above twenty-one: but if the points be fifteen, it is seven to six against that hand. Yet it would not therefore, in all cases, be prudent to stand at fifteen; for as the ace may be calculated both ways, it is rather above an even wager that the adversary's two first cards amount to more than fourteen.

A natural vingt-un may be expected once in seven coups when two, and twice in seven times, when four persons play; and so on in proportion to the number of players.

THE GAME OF LANSQUENET.

The Game of Lansquenet may be played by almost any number of persons, although only one pack of cards is used at a time; that is to say, during the deal.

The dealer, who, some think, has an advantage, commences by shuffling the cards, and having them cut by any one of the party. He then deals out two cards on his left hand, turning them up, then one for himself, and a fourth, which he places in the middle of the table for the company, which is called the *rejouissance* card Upon this card, any, or all the company, excepting the dealer, may put their money, which the dealer is obliged to answer by staking a sum equal to the whole hat is put upon it by different persons. He continues dealing, and turning the cards up, one by one, till two of a sort appear; for instance, two aces, two deuces, &c. which, in order to separate, and that no person may mistake for single cards, he places on each side of his own card; and as often as two, three, or the fourth card of a sort come up, he always places them, as before mentioned, on each side of his own. Any single card the company has a right to take and put their money upon, unless the dealer's own card happens to be double, which often occurs by this card being the same as one of the two hand cards which he first of all dealt out on his left hand. Thus he continues dealing till he brings either their cards or his own. As long as his own card remains undrawn he wins; and whichever card comes up first loses. If he draws or deals out the two cards on his left, which are called the hand cards, before his own, he is entitled to deal again; the advantage of which is no other than his being exempted from losing when he draws a similar card to his own, immediately after he has turned up one for himself.

This game is often played more simply without the rejouissance card; giving every person round the table a card to put their money upon. Sometimes it is played by dealing only two cards, one for the dealer, and another for the company.

It should likewise be observed, that the sum to be placed upon any card, or number of cards, is sometimes limited, above which the dealer is not obliged to answer.

THE GAME OF PHARO

The Game of Pharo, or Faro, is very similar to Basset, a game formerly much in vogue. It may be played by any number of persons; and each player, or punter, as he is termed, is furnished with a suit of cards denominated a livret, and four other cards which are called figures; viz. the first is a plain card, with a blue cross, and is called the little figure, and designates the ace, deuce, and three. The second is a yellow card, and answers for the four, five, and six. The third is a plain card, with a black lozenge in the centre; and designates the seven, eight, nine, and ten. The fourth is a red card, and answers for the king, queen, and knave.

The game may be played without these figures, as every punter has a suit of cards; but they are convenient for those who wish to punt, or stake upon seven cards at a time.

The money placed on the cards by the punter is answered by a banker, who limits the sums to be played for according to the magnitude of his bank. At public tables, the banker, according to the number of punters has two, three, or more assistants called croupiers, whose business it is to watch the games of the several punters.

Terms used in the Game of Pharo.

Banker, the person who keeps the table.

Couche, or *Enjeu*, the stake.

Coup, any two cards dealt alternately to the right or left.

Croupier, an assistant to the dealer.

Doublet, is when the punter's card is turned up twice in the same coup; in which case the bank wins half the stake. A single paroli must be taken down, but if there are several, only one retires.

Hockley, signifies the last card but one, the chance

which the banker claims, and may refuse to let the punter withdraw a card when eight or less remain to be dealt.

Livret, a suit of thirteen cards, with four others, called figures, viz. one named the little figure, has a blue cross on each side, and represents ace, deuce, trois; another yellow on both sides, styled the yellow figure, signifies 4, 5, 6; a third with a black lozenge in the centre, named the black figure, stands for 7, 8, 9, 10, and a red card, called the great, or red figure, for knave, queen, king.

L'une pour L'autre, means a drawn game, and is said when two of the punter's cards are dealt in the same croup.

Masque, signifies turning a card, or placing another face downwards, during any number of coups, on that whereon the punter has staked, and which he may afterward display at pleasure.

Oppose, is reversing the game, and having the cards on the right for the punter, and those on the left for the dealer.

Paix, equivalent to double or quits; is, when the punter having won, does not choose to parolet and risque his stake, but bends or makes a bridge of hit card, signifying that he ventures his gains only. A double paix is, when the punter having won twice, bends two cards one over the other. Treble paix, thrice, &c. A paix may follow a sept, &c. or quinze, &c. &c.

Paix Parolet, is when a punter has gained a parolet, wishes then to play double or quits, and save his original stakes; double paix-parolet succeeds to winning a paix-parolet; treble paix-parolet follows double, &c.

Parolet, sometimes called cocking, is when a punter, being fortunate, chooses to venture both his stake and gains, which he intimates by bending a corner of his card upwards.

Pli, is when a punter having lost half his stake by a doublet, bends a card in the middle, and setting it up with the points and foot towards the dealer, signifies thereby a desire either of recovering the moiety, or of losing all.

Pont, the same as Paix.

Punt, the punter or player.

Quinze et le va, is when the punter having won a sept

&c., bends the third corner of the card, and ventures for fifteen times his stake.

Sept, et le va, succeeds the gaining of a parolet, by which the punter being entitled to thrice his stake, risks the whole again, and bending his card a second time, tries to win a sevenfold.

Soixante, et le va, is when the player having obtained a trente, ventures all once more, which is signified by making a fifth parolet, either on another card, if he has paroleted on one only before, or by breaking the side of that one which contains four, to pursue his luck in the next deal.

Tailleur, the dealer; generally the banker.

Trente, et le va, follows a quinze, &c., when the punter again tries his luck, and makes a fourth parolet.

Method of Dealing, Rules of the Game, &c.

1. The dealer, who is generally the banker, is seated at such a part of the table where he can best observe the games of the several punters. He then takes an entire pack of cards, which he ought invariably to count, lest there should be one card more or less than fifty-two. When this happens to be the case the dealer forfeits his deal, and the bank must then pay every stake depending on the cards of the different punters.

2. After the cards are counted, the dealer must shuffle and mix them well, as no one but himself, or one of the bankers, is suffered to touch the cards, except to cut them; which is generally done by one of the punters.

3. After the cards are cut, the dealer shows the bottom card to the company, and leaves one of the same sort turned up on the table, that every one may know what card is at the bottom, without asking the dealer. The punters having made their game, the dealer announces that he is about to begin his deal, by saying "play."

4. He now proceeds to turn the cards up from the top of the pack, one by one, placing the first card on his right hand, the second on his left; thus continuing, till he has turned up every card in the pack, laying twenty-six on one side, and twenty-six on the other. He also specifies the cards he turns up, as thus, ace, queen, &c. The first card which is placed on the right side, is for

the bank: the second, which is placed on the left side, is for the punters, and so on alternately, until the whole pack is dealt out, stopping at the end of every second card, to observe if an event has taken place: in that case, to receive or pay, and to give the punters an opportunity of making their games.

5. When the punter wins upon his card, and does not desire to receive his money from the bank, but wishes to proceed on with his game, he makes a paix, or a parolet. A paix is made by doubling his card, and leaving his stake on it, which, if he wins a second time, entitles him to receive double the amount of his stake; and if he loses upon the second event, he saves his stake, having only lost what he had won upon the first event.

6. If having won a second, he ventures to proceed, he doubles another card, and places the card he plays on at the head of his double paix, and so on, as often as an event in his favour takes place, still continuing to save his original stake, if he loses, with the right to change his card, after every event; or even without an event, it is never refused, by asking leave of the dealer.

7. The parolet is made by cocking one corner of your card, and if you win the second time, it entitles you to three times the amount of your stake; but by the same rule, if you lose, you not only lose what you had won, upon the first event, but your stake likewise.

8. After making a successful parolet, it not unfrequently happens that the punter, in order to save his stake upon the next event, makes a paix-parolet; which is done by doubling his card as before, after he has made his first cock, and which, if he wins, entitles him to receive six times the amount of his stake.

9. But if the amount of the stake should be inconsiderable, he makes a second cock on his card, instead of doubling it, and which, if he wins, entitles him to receive seven times the amount of his stake, and is called Sept et le va.

10. If he should happen to win a third time, and determines to proceed, he either makes a paix to his Sept et le va, or puts a third cock on his card, which is called a Quinze et le va, and which, if he wins, entitles him to fifteen times the amount of his stake; and so on, as often as an event in favour of the punter takes place, and he continues his game without receiving from the

bank the amount of his winnings as they arise. Doubling every time the amount of what he was entitled to receive upon the last event, besides including his stake at his own option, either to paix upon his parolets, or to add another cock to his card; which is called Trente et le va, and entitles him to receive thirty-one times the amount of his stake.

11. If after this they continue fortunate, it very seldom happens they make a fifth cock: but this has been done by cutting the card in the side, and making a cock from that part of the card. But in general, those who play so bold as to venture to the fourth cock, and are fortunate enough to win upon that event, double their card with the four cocks; which will entitle them, if they win, to sixty-two times the amount of their stake, with this reserve, in case they lose, they save their stake. This is called a Soixante et le va.

12. It is the duty of the dealer to be particularly attentive to the punters, to observe that they do not, by mistake, double or cock a card when they are not entitled to do so, as it is considerably against the bank.

13. The dealer ought also to be extremely careful to hold the cards close and tight in his hand; as a person, with a keen eye, by placing himself on the right hand of the dealer, may discover the cards going to be turned, and make his game accordingly.

14. The dealer must always be ready to answer how many cards remain to be dealt, when he is asked by any of the punters, in order that they may know how to proceed; as it is considerably against them to make a fresh game, a paix, or a parolet, when the cards are nearly out.

15. When the left hand card turned up is like that on the right, as two kings, two queens, &c. it is called a doublet, and the punter thereby loses half his stake. This is greatly in favour of the bank.

16. When this happens with a card on which a punter has made a parolet, he must take it down, but does not lose his stake. When there are more parolets than one, the punter is to take down but one corner of his card.

Odds at the Game of Pharo.

The chances of doublets vary according to the number of similar cards remaining among those undealt.

The odds against the punter increases with every coup that is dealt.

When only eight cards are remaining, it is 5 to 3 in favor of the bank.

When only six cards, it is	2 to 1.
When only four cards	3 to 1.

That the punter does not win his first stake is an equal bet.

That he does not win twice following, is .	3 to 1.
Three times following, is	7 to 1.
Four ditto, is	15 to 1.
Five ditto, is	31 to 1.
Six ditto, is	63 to 1.

THE EARL OF COVENTRY

Is a trifling little game, but may amuse for a short time. The pack must be complete, and all the cards dealt out.—The elder hand begins, and the game consists in playing in succession the four cards of corresponding rank, accompanying the playing by a rhyme. Thus suppose the first to play a Ten, he says, "There's a good ten."

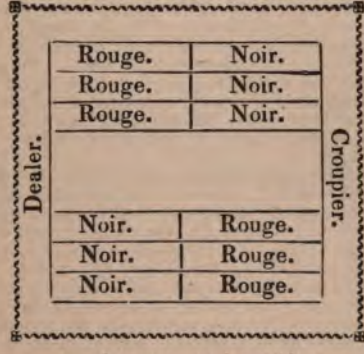
The 2d, "There's another as good as he."
3d, "There's the best of all the three."
4th, "And there's the Earl of Coventry."

The player of the 4th card begins again, and the playing goes on in regular order, passing those who have not corresponding cards. The person who is first out wins from all the others a counter for each card they hold respectively.

THE GAME OF ROUGE ET NOIR

THE Game of Rouge et Noir, or Red and Black, is a modern one. It is so styled, not from the cards, but from the table on which it is played being covered with red and black cloth, in the places marked in the following table.

THE TABLE.



Any number of persons may play at this game. They are called punters, and may risk their money on which colour they please. The stakes are to be placed within the outside line.

The dealer and croupier being placed opposite to each other, as marked in the table, the dealer takes six packs of cards, shuffles them, and distributes them in various parcels to the different punters round the table, to shuffle and mix. He then finally shuffles them, and removes the end cards into various parts of three hundred and twelve cards, until he meets with a pictured card, which he must place at the end. This done, he presents the pack to one of the punters, to cut, who

places the pictured card where the dealer separates the pack, and that part of the pack beyond the pictured card, he places at the end nearest him, leaving the pictured card by which the punter had cut, at the bottom of the pack.

The dealer then takes a certain quantity of cards, about as many in number as a pack, and looking at the first card, to know its colour, puts it on the table with its face downwards; he then takes two cards, one red and the other black, and sets them back to back; these cards are turned and placed conspicuously as often as the colour varies in each successive event, for the information of the company.

The punters having staked their money on either of the colours, the dealer says—*Votre jeu est il fait?* Is your game made? or, *Votre jeu est il pret?* Is your game ready? or, *Le jeu est pret, Messieurs.* The game is ready, Gentlemen. He then deals the first card with its face upwards, saying, Noir, and continues dealing, until the cards turned exceed thirty points in number, which he must mention, as trente et un, or whatever it may be.

As the aces reckon but for one, no card after thirty can make up forty; the dealer, therefore, does not declare the tens after thirty-one, or upwards, but merely the units, as two, three, &c. and always in the French language, as thus: if the number of points on the cards dealt for noir are thirty five, he says *cinq*, or five.

Another parcel is then dealt for rouge in a similar manner: and if the punter's stakes are on the colour that comes to thirty-one, or nearest to it, they win, which is announced by the dealer, who says, *rouge gagne*, red wins; or, *noir gagne*, black wins. These two parcels, one for each colour, make a coup.

The same number of points being dealt for each colour, the dealer says, *apres*, after. This is a doublet, or *un re fait*, by which neither party wins, unless both colours are thirty one, which the dealer announces, by saying, *un refait trente et un*, and he wins half the stakes punted on both colours. He, however, seldom takes the money, but removes it into the middle line, on which colour the punters please: this is called the first prison, or *la premiere prison;* and if they win the next event, they draw their whole stake. In case of a second doublet, the money is removed into the third line, which is

called the second prison, or *la seconde prison*. When this happens, the dealer wins three quarters of the money punted; and if the punters win the next event, their stakes are removed to the first prison.

The cards are sometimes cut, for which colour shall be dealt first; but in general the first parcel is for black, and the second red.

After the first card is turned up, no stakes can be made for that event.

The punter is at liberty to pay the proportion of his stake lost, or go to prison.

The banker at this game cannot refuse any stake, and the punter having won his first stake, may, as at Pharo, make a parolet, and pursue his luck up to a soixante et le va, if he pleases.

Bankers generally furnish punters with slips of card paper, ruled in columns, each marked N. or R. at the top, on which accounts are kept, by pricking with a pin, and when un refait happens, the same is denoted by running the pin through the middle.

The odds against le refait being dealt, are reckoned 63 to 1, but bankers acknowledge they expect twice in three deals, and there are generally from 29 to 32 coups in each deal.

The odds of winning several following times are the same as at Pharo

and should he place them on the pack, and omit scoring for them, whether hand or crib he must not mark for them afterward.

Method of playing five card Cribbage.

The Cribbage board is so universally known, that it is unnecessary here to describe it, and the sixty-one points, or holes marked thereon, which constitute the game.

At the commencement of the game the parties cut for deal. The person cutting the lowest cribbage card is dealer, and the non-dealer scores three points, which is called *three for the last*, and may be marked at any period of the game. The deal is made by dealing one card alternately until each party has five.

Each player then proceeds to lay out two of the five cards for the crib, which always belong to the dealer. This done, the non-dealer cuts the remainder of the pack, and the dealer turns up the uppermost. This card, whatever it may be, is reckoned by each party in hand or crib. If a knave, the dealer scores two points to his game.

After laying out and cutting as above mentioned, the eldest hand plays a card, which the other endeavours to pair, or to find one, the points of which, reckoned with the first, will make 15: then the non-dealer plays another card, trying to make a pair, pair royal, flush, where allowed of, or 15, provided the cards already played have not exceeded that number, and so on alternately till the points of the cards played make 31, or the nearest possible number under that.

When the player whose turn it is to play has no card which will make 31, or come in under that number, he says "Go;" if his adversary then plays and makes 31, he takes two points; if under 31, he takes one for the end-hole or last play; and besides, the last player has often opportunities to make pairs, or sequences. Such cards as remain after this are not to be played; but each party having, during play, scored his points, gained, in the manner as hereafter directed, proceeds, the non-dealer first, then the dealer, to count and take for his hand and crib, as follows, reckoning his cards every way they possibly can be varied, and always including the turned-up card

For every 15 . . . . . 2 points
. . . . pair, or two of a sort . . . 2 points
. . . . pair royal, or three of a sort . 6 points
. . . . double pair royal, or 4 of a sort 12 points
. . . . sequence of any sort, according to the No
. . . . flush according to the No.
. . . . knave or knoddy, of the same suit as was turned up, 1 point; but when turned up, it is not to be reckoned again, nor is any thing to be taken for it when played.

Maxims for laying out the Crib Cards.

It is always highly necessary, in laying out cards for the crib, that every player should consider not only his own hand, but also whom the crib belongs to, and what is the state of the game; because what might be proper in one situation would be extremely imprudent in another.

If you should happen to possess a pair royal, be sure to lay out the other two cards, for either your own or your adversary's crib; except you hold two fives with the pair royal: in that case it would be extremely injudicious to lay them out for your adversary's crib, unless the cards you retain ensure your game, or your adversary being so near home, that the crib becomes of no importance.

It is generally right to flush your cards in hand, whenever you can; as it may assist your own crib, or baulk your opponent's.

Endeavour always to retain a sequence in your hand, and particularly if it is a flush.

Always lay out close cards, such as a three and four, a five and six, for your own crib, unless it breaks your hand.

As there is one card more to count, in the crib, at five-card cribbage, than there is in hand, be sure to pay great attention to the crib, as the probability of reckoning more points for the crib than hand is five to four.

For your own crib, always lay out two cards of the same suit, in preference to two of different suits, as this will give you the chance of a flush in the crib.

Never lay out cards of the same suit for your adversary's crib.

Endeavour always to baulk your opponent's crib.

The best cards for this purpose are, a king, with an ace, six, seven, eight, nine, or ten; or a queen, with an ace, six, seven, eight, or nine; or any cards not likely to form a sequence.

A king is generally esteemed the greater baulk; as, from its being the highest card in the pack, no higher one can come in to form a sequence.

Never lay out a knave for your adversary's crib, when you can possibly avoid it, as it is only three to one, but the card turned up is of the same suit, by which he will obtain a point.

Even though you should hold a pair royal, never lay out for your adversary's crib, a two and three, a five and six, a seven and eight, or a five and any tenth card. Whenever you hold such cards, observe the stage of your game, and particularly if it is nearly ended, whether your adversary is nearly out, or within a moderate show, and it is your deal. When this is the case, you must retain such cards as will, in playing, prevent your adversary from making pairs or sequences, &c. and enable you to win the end-hole, which will often prevent your opponent from winning the game.

Odds of the Game.

The number of points to be expected from the cards in hand are estimated at rather more than four, and under five; and those to be gained in play are reckoned two to the dealer, and one to the adversary, making in all about six on the average, throughout the game; the probability of those in the crib, are estimated at five; so that each player ought to make sixteen in two deals, and so in the same proportion to the end of the game, by which it appears that the dealer has somewhat the advantage, supposing the cards to run equal, and the players well matched. By attending to this calculation any person may judge whether he is at home or not, and thereby play his game accordingly; either by making a grand push when he is behind and holds good cards, or by endeavouring to baulk his adversary when his hand proves indifferent.

Calculations for laying Wagers.

Before you bet, be careful to ascertain who has the deal, and pay particular attention to the situation of the pegs.

In favour of the Dealer.

Each party being 5 holes going up is	6 to 4
at 10 holes	12 to 11
15 ditto	7 to 4
20 ditto	6 to 4
25 ditto	11 to 10
30 ditto	9 to 5
36 ditto	7 to 6
40 ditto	10 to 9
45 ditto	12 to 9
50 ditto	5 to 2
Each party being 55 holes going up is	21 to 20
at 60 holes	2 to 1
When the dealer wants 3, and his adversary 4,	5 to 4
In all situations of the game, till within 15 of the end, when the dealer is five points ahead	3 to 1
But when 16 of the end	8 to 1
If the dealer wants 6, and the adversary 11,	10 to 1
If the dealer is 10 ahead, it is	4 to 1
And near the head of the game	12 to 1
When the dealer wants 16, and his opponent 11	21 to 20

Against the Dealer.

When both players are at 56 holes each, is	7 to 5
57	7 to 5
58	3 to 2
When the dealer wants 20, and his opponent 17,	5 to 4
When the dealer is 5 points behind previous to turning the top of the board	6 to 5
When he is 31, and his opponent 36	6 to 4
When he is 36, and his opponent 41	7 to 4

Even Betting.

In all points of the game, till within 20 of the end, if the non-dealer is three ahead.

The dealer wanting 14, and his opponent 9.
ditto 11, ditto 7.

And also when at 59 holes each player.

Three or four hand Cribbage

Differs only from the preceding, as the parties put out but one card each to the crib, and when thirty-one, or as near as can be, have been made, then the next eldest hand leads, and the players go on again in rotation with any remaining cards, till all are played out, before they proceed to show.

Six-Card Cribbage

Is so exactly similar to five-card cribbage, that any person playing one well, must play the other so. It consists of pairs, sequences, flushes, &c., and the points are reckoned and marked precisely in the same manner, except that at the beginning of the game, the non-dealer is *not* to score any holes for the last, and all the cards must be played out: that is, when either party has made the end-hole, the remaining cards in hand must be played, scoring for the pairs or fifteens they may form. When last player you should endeavour to retain close cards in hand, as they may enable you to acquire four points in playing.

The dealer is supposed to have some trifling advantage.

The dealer may expect twenty-five points by his hand ,crib, and next hand. Thus at his second deal, if his peg is in the twenty-fifth hole of the board, he has his complement of points; the same at his third deal, if he is within eleven points of the game.

If the non-dealer by his first hand attain the eleventn hole in the board, he will have the best of the game; for he is entitled to expect he shall make his second deal, with his front peg in the thirty-sixth hole, by which he will probably win the game, by his hand, crib, and next hand.

If you are dealer, and your adversary has above his complement of points, you must play your game accordingly. Thus, if you have good cards, endeavour to make as many points as possible by pairing, fifteens, &c. On the contrary, if your cards are indifferent, you must play off to prevent your adversary from obtaining points.

Sometimes eight card cribbage is played; but very seldom.

Some ingenious people in London invented a game which they called playing cribbage by hackney coaches, thus, two persons seating themselves at a window, one takes all the coaches from the right, the other all from the left, the figures on the doors being reckoned as cards in show, and every servant at the back of the coach called a noddy, and scored for.

COMMIT.

This game may be played by any number of persons, with a complete pack of cards, which are all dealt out except the eight of diamonds, and a spare hand is dealt in the middle of the table, for the purpose of making stops in the playing, which is by sequences. When an ace or a king is played, the person who plays it receives from each of the party a counter, or whatever may have been mutually agreed on; and whenever any one has played out all his cards, the game is at an end; and the person who is out (or has played all his cards) levies from all the rest of the party a counter for each card they hold, except that the nine of diamonds exempts the holder of it from paying.—This nine has also the privilege of being played in lieu of any other card, so as to prevent a stop; but if played out, it does not exempt from paying for the cards in hand.

The seven of diamonds and the four kings being certain stops, are of course eligible cards for the elder hand to play if he holds them; or sequences which will lead to them ought of course to be preferred. Thus, suppose A to play the nine of hearts,—he calls for the ten—F plays it—A plays the knave—D the queen—and A the king, who then receives a counter from each player, and is entitled to begin a new sequence. Whenever a stop occurs to interrupt a sequence, the person who has played the last card begins again. *Note.*—Aces are not necessarily stops, though kings are, being the highest cards, but both entitle the players of them to counters from all round.

THE GAME OF MATRIMONY.

The Game of Matrimony is played with an entire pack of cards, by any number of persons, from five to fourteen. The game consists of five chances, viz.

Matrimony, which is king and queen.

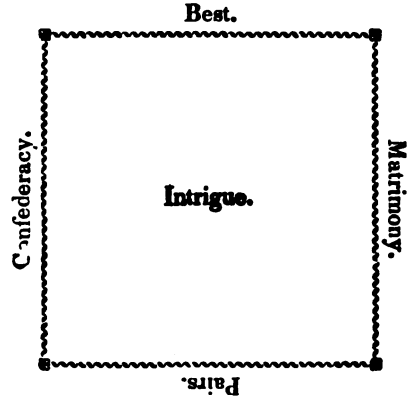
Confederacy, king and knave.

Intrigue, queen and knave.

Pair, two aces, or two kings, &c.

Best, which is the ace of diamonds, after which any other ace is so considered, then king of diamonds, &c

These several chances are marked on a board or sheet of paper, thus:



This game is generally played with counters. Each player has a number given him: the dealer then puts as many of them as he pleases, on either, or all of these several chances, and the other players are obliged to stake the same number of counters, except one: that is, if the dealer stakes twelve, the company lay on eleven each. After this is done, the dealer deals each person two cards, beginning with the person on his left, who is elder hand. He then deals round again one card to each, which is turned up, and if any one should have the ace of diamonds so turned up, he takes the whole pool. It is necessary to observe, that the ace of diamonds in hand, is of no more value than any other card. If it is not turned up, then each person discovers his cards, and if they have matrimony, confederacy, &c. each draws whatever number of counters there may be on that point. When two or more persons happen to have a similar combination, in that case, the eldest hand has the preference; and should there be no chance gained, it stands over to the next deal.

THE GAME OF CASSINO.

The Game of Cassino is played with an entire pack of cards, generally by four persons, but sometimes by three, and often by two.

Terms used in the Game of Cassino.

Great Cassino, the ten of diamonds, which reckons for two points.

Little Cassino, the two of spades, which reckons for one point.

The Cards, is when you have a greater share than your adversary, and reckons for three points.

The Spades, is when you have the majority of that suit, and reckons for one point.

The Aces; each of which reckons for one point.

Lurched, is when your adversary has won the game before you have gained six points.

LAWS OF THE GAME.

The dealer and partners are determined by cutting, as at whist.

The deal is not lost when a card is faced by the dealer, unless in the first round before any of the four cards are turned up on the table; and if a card should be faced in the pack before any of the said four are turned up, it is a new deal.

If any person plays with less than four cards, he must abide by the loss; and should a card be found under the table, the player whose number is deficient is obliged to take it.

All the cards being dealt, those remaining on the table, unmatched, belong to the player who last took up.

If each player possesses an equal portion of the cards, that is, twenty-six each, neither can score any points that game.

When each player has reckoned his game, that is, the points that may arise from either of the cassinos, the

cards, the spades, or the aces, the lesser number must be subtracted from the greater: as thus: suppose you have great cassino and two aces, which make four points, and your adversary has little cassino, the cards, the spades, and two aces, which make seven points, he only marks three, as your four points must be deducted.

You must never examine the cards taken up, unless you suspect a mistake, when you must challenge it immediately, otherwise you cannot claim it.

If you are lurched, you lose a double stake, provided you do not agree to the contrary before you commence the game.

Method of dealing, with rules for playing, &c.

1. Eleven points constitute the game; and six is the lurch. These eleven points are thus calculated:

Great Cassino	2
Little Cassino	1
The four aces, one point each	4
The majority of spades	1
The majority of cards	3
The sweep before the end of the game, when a player can match all on the board, also reckons for	1

2. On the commencement of the game, each party cuts for deal, which is determined as at the game of whist. The dealer then gives each player one card, and turns up one on the board, and thus, alternately each player has four cards, and four on the board. It is only on the first deal, that any cards are turned up on the board.

3. When the cards are thus dealt, examine your hand, and also those on the board, in order to see if you can pair them, or make up a number of pips from the cards on the table, equal to the card you lay down: if so, you take them up, and place them before you with their faces downwards.

4. Always remember to take up spades in preference to any other suit.

5. Always endeavour to remember the cards played and those which remain in; which will be of great service to you in playing.

6. When by playing a card you can match all on the

board, that is, suppose they are eight or ten cards, which will make three or four distinct tens, and you play a ten, you take them all up, and in consequence of clearing the board, you are entitled to add one point to your score.

7. If you cannot pair, nor take up any cards, then play such a card as will not assist to make up an eight, nine, or ten, &c. when this is the case, it is best to play a pictured card, or a small one, but not an ace.

8. Provided you hold a pair, and a similar card is on the table, in that case, you should, if the fourth is out, (but not otherwise,) lay down one of them, wait your turn to play the other, and then take up the three together.

9. Take up the card laid down by your adversary in preference to any other on the table.

10. Forbear to play a ten, or a two, while great or little cassino remain in.

11. If you have a pair, play one of them.

12. Take up as many cards as you possibly can with one card, and try to win the last cards.

13. Even if you should have it in your power to play your cards to advantage, nevertheless avoid doing it, when it may give your adversary an opportunity of clearing the board.

14. When you happen to take up a pair, always endeavour to separate them, by placing them in different parts of the cards before you, in order to prevent their coming in pairs the next deal.

15. Attend to the adversaries' score, and if possible prevent them from saving their lurch, even though you should otherwise seemingly get less yourself; particularly if you can hinder them from sweeping the board.

16. When four persons play, each has a partner the same as at whist, and the game is marked in a similar manner, allowing the subtraction above mentioned.

17. When three persons play, each party scores separately, and the two lowest add their points together, and subtract them from the highest.

18. When two persons play, each party marks for himself; allowing also for the subtraction before mentioned.

THE GAME OF REVERSIS.

THE Game of Reversis is played by four persons, each having a box, containing six contracts, reckoned as forty-eight fish each, twenty counters six feet each, and thirty-two fish, making in all four hundred fish; the two pools, called the great and the little quinola pools, (the great one to be under the little) are always to be placed on the dealer's right hand.

Laws of the Game of Reversis.

1. Whoever misdeals, loses his deal.
2. If any person takes his card without having put out to the discard, the deal is void.
3. The eldest hand takes care that all the players have put their stakes into the pools; if he does not, he must make good the deficiency.
4. The discard cannot be changed after being put cut.
5. The elder hand must not play a card till the discard is complete; should he have played, he is permitted, if nobody has played to it, to take it up, and play another.
6. No one may play before his turn.
7. If at the end of the game, there should be an error in the discard, the deal must be made again.
8. It is too late to ask for any payments after the cards are cut.
9. The player who throws down his game, conceiving he can win the remaining tricks, is to pay for any ace or quinola that has or can be placed or given; and, in case of undertaking a reversis, the person who might break it can oblige him to play the cards as he who can break it shall direct.

10. If a player, whether thinking he has won the party or not, ask for the aces or quinolas led out, before the person who has really won the party has demanded them, he is to pay for him who might otherwise have been called upon to pay.

11. Before you play a card, it is always allowable to ask how the cards have been played, but it is not permitted to observe it to others who may not make the inquiry.

12. The player may examine all his own tricks at any time, but not look at those of any other person, except the last trick.

Method of playing, Rules of the Game, &c.

1. In playing this game, the tens must be taken out from a pack of cards; the deal is to the right; three cards are given to each player the first round, and four to the dealer; afterward always four, so that the non-dealers will have eleven cards each, and the dealer twelve, with three remaining, which are placed singly in the middle of the table opposite to each non-dealer, who is to put a card, under the pools, and replace it with the card that is opposite to him on the table: the dealer likewise puts out one, but does not take in; should, however, three remises or stakes be in the pools, then it is in any player's option to take a card or not; if he does not, he may see the card, before the same is placed to the discard; then, previous to playing any card, the opposite parties exchange one with each other.

2. The cards rank as at whist, and the points in the tricks are forty, each ace reckoning four, king three, queen two, and knave one.

3. The points in the discard, which form the party, reckon as in the tricks, except the ace of diamonds, and the knave of hearts, as great quinola; the former reckoning five, and the latter four. The player having the fewest points wins the party. If two should happen to have the same number of points, then he who has the fewest tricks has the preference; if points and tricks are equal, then he who dealt last wins; but he who has not a trick has the preference over a trick without points: and the espagnolette played, and won

gains the party in preference to the ast dealer. When every trick is made by the same person, there is no party; and this is called making the reversis.

4. The great quinola pool is to consist of twenty-six fish, and to be renewed every time the same is cleared, or has fewer in it than the twenty six: this stake is attached to the knave of hearts, or great quinola, which cannot be put to the discard, unless there are three stakes, or a hundred fish in the pool. The little quinola pool, consisting of thirteen fish, attached to the queen of hearts, as little quinola, is to be renewed in the same manner, in proportion as the other, and the little quinola cannot be put to the discard, unless there are three stakes, or fifty fish in the pool.

5. Each time either or both of the quinolas are placed or played on a renounce, they are entitled to the stakes attached to them, except when there are three stakes in the pool, then the great quinola to receive a hundred fish, and the little quinola fifty. On the contrary, each time the quinolas are forced, the stakes are to be paid in the same proportion as they would have been received, except in the single instance of the person who played the quinolas making the reversis, when the quinola, to be entitled to any benefit, must be played before the two last tricks.

6. Every trick must be made by one person to make the reversis, which is undertaken when the first nine tricks are gained by the same person; there is an end of the party, and of the quinolas if held by him, except he has played both or either of them before the two last tricks; but, on the contrary, should his reversis be broken, he is then not only to pay the reversis broken, but the stakes to the pools, for the quinolas he may have played before the reversis was undertaken. All consolations which are paid for aces or quinolas, by the person undertaking the reversis, are to be returned on winning it.

7. The espagnolette is either simply four aces, three aces and one quinola, or two aces and two quinolas. The player having the same, has a right to renounce in every suit, during the whole game, and if he can avoid winning any trick, and there is no reversis, he of course wins the party in preference to him who is better placed; but if he is obliged to win a trick, he then pays

the party to the other, and returns the consolations he may have received for aces or quinolas; and if he has a quinola, he must pay the stake to the pool, instead of receiving it. The player having the espagnolette is at liberty to waive his privilege, and play his game as a common one, but forfeits that privilege the moment he has renounced playing in suit. The player of the espagnolette receives consolation in any part of the game, if he forces the quinola.

8. When the reversis is won or broke, the espagnolette pays singly for all the company. When the person holding the espagnolette can break the reversis, he is paid, as before mentioned, by the persons whose reversis he broke. If the espagnolette has placed his quinola, and there is a reversis either made or broken, he is not to receive the stake; for when the reversis is attempted, the stakes are neither received nor paid, except by him who undertakes the same. If, by another player having the ace or king of hearts, the espagnolette has, in any part of the game, either of his quinolas forced, he pays the stake and his consolation to him who forces, except there is a reversis.

9. The dealer always puts two fish into the great quinola pool, and one into the little; besides which every player, at the commencement, puts into the former six fish, and into the latter three; and each time the stakes are drawn, or when there are fewer fish in the pool than the original stake, the pool must be replenished as at first. To the points in the discard, four are to be added for the party. The person who gives an ace upon a renounce, receives a fish from the person who wins the trick: if it happens to be the ace of diamonds, he receives two. The person who forces an ace, receives the same payments from all the players.

10. The great quinola placed upon a renounce receives six fish; the little quinola three; and if either of them is forced, the person who forces receives the same payment from each player; and these payments are made immediately with asking for them.

11. One or more aces, or either of the quinolas played or led out, pay the same as if they had been forced to the person who wins the party, but it is for him to recollect or demand them. When either ace or quinola are placed, played, or first card led out, it is called a *la*

bonne, and are played double, and all payments what ever are double, to the person who sits opposite.

12. The payment for the reversis made or broke is eighty fish; each player paying twenty, and the opposite party forty when the reversis is made: but when broken, the whole is paid by the person whose reversis is broken; that is, he pays the person breaking it exactly the same number of fish he would have received had he won it.

THE GAME OF PUT.

THE Game of Put is played with an entire pack of cards, generally by two, sometimes by three or four persons. At this game the cards rank differently in value from all others; a tray being the best, then a two, then an ace, then king, queen, &c.

Laws of the Game.

1. When the dealer accidentally discovers any of his adversary's cards, the adversary may demand a new deal.
2. When the dealer discovers any of his own cards in dealing, he must abide by the deal.
3. When a faced card is discovered during the deal, the cards must be reshuffled, and dealt again.
4. If the dealer gives his adversary more cards than are necessary, the adversary may call a fresh deal, or he may suffer the dealer to draw the extra cards from his hand.
5. If the dealer gives himself more cards than are his due, the adversary may add a point to his game, and call a fresh deal if he pleases, or draw the extra cards from the dealer's hand.
6. No by stander must interfere, under penalty of paying the stakes.
7. Either party saying, "I put," that is, I play, cannot retract, but must abide the event of the game, or pay the stakes.

Two handed Put.

The game consists of five points: they are generally marked with counters or money, as at Whist.

On the commencement of the game, the parties cut for deal, as at Whist. The deal is made by giving three cards, one at a time, to each player. The non-dealer

then examines his cards, and if he thinks them bad, he is at liberty to put them upon the pack, and his adversary scores one point to his game. This, however, should never be done. It is always best to play the first card, and whether your opponent wins it, passes it, or plays one of equal value to it, (which is called a tie,) you are at liberty to put, or not, just as you please, and your adversary only wins one point.

If your opponent should say "I put," you are at liberty either to play or not. If you do not play, your adversary adds a point to his game; and if you do play, whoever wins three tricks, or two out of three, wins five points, which is the game. It sometimes happens that each party wins a trick, and the third is a tie; in that case neither party scores any thing.

Four-handed Put

Is played exactly the same as two-handed, only each person has a partner; and when three cards are dealt to each, one of the players gives his partner his best card, and throws the other two away; the dealer is at liberty to do the same to his partner, and vice versa. The two persons who have received their partners' cards play the game, previously discarding their worst card, for the one they have received from their partners. The game then proceeds as at two-handed Put.

THE GAME OF CONNEXIONS.

The Game of Connexions may be played either by three or four persons. If three should play, ten cards are to be given; but if four, then only eight, which are dealt and bear the same value as at whist, with this exception, that diamonds are always trumps.

The connexions are formed in the following manner:

1. By the two black aces.
2. The ace of spades, and king of hearts.
3. The ace of clubs, and king of hearts.

For the first connexion two shillings are drawn from the pool; for the second one shilling, for the third sixpence, and sixpence for the winner of the majority of the tricks. This is supposing gold to be staked in the pool, but when only silver is posted, then pence are drawn.

A trump played in any round where there is a connexion wins the trick, otherwise it is gained by the player of the first card of connexion; and whenever there is a connexion, any following player may trump without incurring a revoke; and also, whatever suit may be led, the person holding a card of connexion is at liberty to play the same; but the others must follow suit, if possible, unless one of them can answer the connexion, which should be done in preference.

No money can be drawn till the hands are finished; then the possessors of the connexions are to take first, according to precedence.

THE GAME OF ALL FOURS

THE Game of All Fours is played by two persons, with an entire pack of cards. It derives its name from the four chances therein, for each of which a point is scored—namely,

High, the best trump out.

Low, the lowest trump out.

Jack, the knave of trumps.

Game, the majority of pips reckoned for such of the following cards as the players have in their respective tricks, viz. every ace is counted 4, king 3, queen 2, knave 1, and ten 10

Laws of the Game.

1. If in dealing, the dealer discovers any of the adversary's cards, a new deal may be demanded.

If he discovers any of his own cards, he must abide by the same.

2. If discovered, previous to playing, that the dealer has given his adversary too many cards, there must be a new deal; or, if both parties agree, the extra cards may be drawn by the dealer from his opponent's hand: and the same if the dealer gives himself too many cards. But, in either case, if a single card has been played, there must be a new deal.

3. No person can beg more than once in a hand, unless both parties agree.

4. In playing, you must either follow suit or trump, on penalty of your adversary's adding one point to his game.

5. If either player sets up his game erroneously, it must not only be taken down, but the antagonist is entitled to score four points, or one, as shall have been agreed upon.

6. The person who lays down a high or a low trump, may inquire whether the same be high or low.

Rules for Playing

1. The game consists of ten points. After cutting for deal, at which either the highest or the lowest card wins, as may have been previously agreed upon, six cards are to be given to each player, either by three or one at a time. The thirteenth card is turned up, and is the trump card.

2. If the card turned up should be a knave, the dealer scores one point to his game.

3. If the eldest hand should not like the cards dealt him, he may say, "I beg," when the dealer must either give him a point, or deal three more cards to each, and turn up the seventh for trump: but if that should prove of the same suit as the first turned up, then three cards more must be given, and so on until some different suit occurs.

4. The cards rank as at whist, and each player should strive to secure his own tens and court cards, or take those of the adversary; to obtain which, except when commanding cards are held, it is usual to play a low one; in order to throw the lead into the opponent's hand.

5. Endeavour to make your knave as soon as you can.

6. Low is always scored by the person to whom it was dealt; but jack being the property of whoever can win or save it, the possessor is permitted to revoke and trump with that card.

7. Win your adversary's best cards when you can, either by trumping them, or with superior cards of the same suit.

THE GAME OF SPECULATION.

SPECULATION is a noisy round game. It may be played by several persons, with a complete pack of cards, ranking the same as at whist, with fish or counters, on which such a value is fixed as the company may agree upon.

The highest trump in each deal, wins the pool; and whenever it happens that not one is dealt, then the company pool again, and the event is decided by the succeeding coup.

After determining the deal, &c. the dealer pools six fish, and every other player four; in the next place, three cards are given to each by one at a time, and another turned up for trump; the cards are not to be looked at except in this manner; the eldest hand shows the uppermost card, which, if a trump, the company may speculate upon or bid for; the highest bidder buying and paying for it, provided the price offered is approved of by the seller.

When this is settled, or if the first card does not prove trump, then the next eldest shows the uppermost card, and so on; the company speculating as they think proper, till all are discovered; when the possessor of the highest trump, whether by purchase or otherwise, gains the pool.

In order to play this game well, little more is required than to recollect what superior cards of that particular suit have appeared in the preceding deals, and calculating the probability of the trump offered proving the highest trump out.

THE GAME OF LOTTERY.

Lottery may be played by a large company, with two complete packs of cards, one for the prizes, the other for the tickets, and dealt by any two of the party, as the dealer has no advantage. Each player takes a certain number of counters, on which a settled value is put: these are placed in a pool, as a fund for the lottery: after shuffling the cards they are cut from the left hand, one dealer gives each a card, face downwards, for the prizes, on which are to be placed different numbers of counters from the pool, at the option of the person to whom such card has been given: afterward the second dealer distributes, from the other pack, a card to each player, for the tickets: next the prizes are turned by one of the managers, and whosoever possesses a corresponding card receives the stake placed thereon, and those remaining undrawn are added to the fund in the pool; the dealers then collect the cards and proceed as before, until the fund is exhausted, when the party pool again, and those who have more counters than they want, receive the difference in money.

Another method is, to take, at random, three cards out of any pack, and place them, face downwards, on a board or in a bowl upon the table for prizes; then every player purchases, from the pack, any number of cards for tickets as may be most agreeable, paying a fixed sum, or certain quantity of counters, for each, which are put in different proportions, on the three prizes to be gained by those who may purchase corresponding cards; those not drawn are to be continued till the next deal.

It may be played with a single pack, separating it into two divisions, each containing a red and black suit.

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having the stop thereby becomes the eldest hand, and is to lead accordingly, and so on, until some person part with all his cards, by which he wins the pool, and becomes entitled besides to a stake for every card not played by the others, except from any one holding pope, which excuses him from paying; but if pope has been played, then the party having held it is not excused. King and queen form what has been denominated Matrimony; queen and knave make Intrigue, when in the same hand; but neither these, nor ace, king, queen, knave, or pope, entitle the holder to the stakes deposited thereon, unless played out; and no claim can be allowed after the board be dressed for the succeeding deal; but in all such cases the stakes are to remain for future determination.

This game only requires a little attention to recollect what stops have been made in the course of the play; as, for instance, if a player begins by laying down the eight of clubs, then the seven in another hand forms a stop; whenever that suit be led from any lower card, or the holder, when eldest, may safely lay it down, in order to clear his hand.

THE GAME OF COMMERCE.

O this there are two distinct methods of playing, the new and the old mode. The new way is played by any number of persons, from three to twelve, with a complete pack of fifty-two cards, bearing the same import as at whist, only the ace is reckoned as eleven. Every player has a certain quantity of counters, on which a fixed value is put, and each, at every fresh deal, lays down one for the stake. Sometimes the game is continued until, or finished when, one of the players has lost all the counters given at the commencement; but, in order to prevent it from being spun out to an unpleasant length, or concluded too soon, it is often customary to fix the duration to a determinate number of tours, or times, that the whole party shall deal once each completely round.

After determining the deal, the dealer, styled also the banker, shuffles the pack, which is to be cut by the left-hand player; then three cards, either all together, or one by one, at the dealer's pleasure, are given to each person, beginning on the right hand, but none are to be turned up. If the pack prove false, or the deal wrong, or should there be a faced card, then there must be a fresh deal.

At this game are three parts; 1st, that which takes place of all others, called the tricon, or three cards of the same denomination, similar to pair-royal at cribbage; 2dly, the next in rank is the sequence, or three following cards of the same suit, like tierce at piquet; and lastly, the point, being the greatest number of pips on two or three cards of a suit in any one hand; of all which parts the highest disannuls the lower.

After the cards have been dealt round, the banker inquires, *Who will trade?* which the players, beginning with the eldest hand, usually and separately answer, by saying, *For ready money*, or *I barter*. Trading for

money is giving a card and a counter to the banker, who places the card under the stock, or remainder of the pack, styled the bank, and returns in lieu thereof another card from the top. The counter is profit to the banker, who, consequently, trades with the stock free from expense. Barter is exchanging a card without pay with the next right-hand player, which must not be refused, and so on; the party trade alternately, till one of them obtains the object aimed at, and thereby stops the commerce; then all show their hands, and the highest tricon, sequence, or point, wins the pool. The player who first gains the wished-for tricon, &c. should show the same immediately, without waiting till the others begin a fresh round; and if any one choose to stand on the hand dealt, and shows it without trading, none of the junior players can trade that deal; and if the eldest hand stands, then, of course, no person can trade.

The banker always ranks as eldest hand, in case of neither tricon nor sequence, when the game is decided by the point. Whenever the banker does not gain the pool, then he is to pay a counter to that player who obtains the same; and if the banker possesses tricon, sequence, or point, and does not win the pool, because another player has a better hand, in respect to the point, then he is to give a counter to every player.

Commerce, the old way, is played by several persons together, every one depositing a certain sum in the pool, and receiving three fish, or counters, each, on which a value is fixed; as, suppose sixpences are pooled, the counters then are rated one penny or three halfpence each, so as to leave a sum for that player who gains the final sweep. After determining the deal, three cards, by one at a time, beginning on the left hand, are given to every player, and as many turned up on the board.

This game is gained, as at the other, by pairs royal, sequences, or flushes; and should the three cards turned up be such as the dealer approves of, he may, previous to looking at the hand dealt to himself, take those so turned up in lieu of his own; but then he must abide by the same, and cannot afterward exchange any during that deal.

All the players, beginning with the eldest hand, may, in rotation, change any card or cards in their possession

for such as lie turned up on the table, striving thereby to make pairs-royal, sequences, or flushes, and so on round again, till all have refused to change, or are satisfied; but every person once standing cannot change against that deal. Finally, the hands are all shown, and the possessor of the highest pair-royal, &c., or the eldest hand, if there be more than one of the same value, takes the sum agreed upon out of the pool, and the person having the worst hand, puts one fish, or counter, therein called *Going up*. The player whose three are first gone off, has the liberty of purchasing one more, called *Buying a horse*, for a sum as agreed, usually one-third of the original stake, to be put into the pool. After that, every player, whose fish are all gone, sits by till the game be concluded, which finishes by the person who continues the longest on the board, thereby gaining the pool, or final sweep.

EO.

An Eo table is circular in form, but of no exact dimensions, though in general about four feet in diameter. The extreme circumference is a kind of counter, or *depot*, for the stakes, marked all around with the letters E and O; on which each adventurer places money according to his inclination. The interior part of the table consists, first, of a kind of gallery, or rolling-place, for the ball, which, with the outward parts, above called *depot* or counter, is stationary or fixed. The most interior part moves upon an axis or pivot, and is turned about with handles, while the ball is set in motion round the gallery. This part is generally divided into 40 niches or interstices, 20 of which are marked with the letter E, and the other 20 with the letter O. The lodging of the ball in any of the niches, distinguished by those letters, determines the wager. The proprietors of the tables have two bar holes, and are obliged to take all bets offered either for E or O; but if the ball fall into either of the bar holes, they win all the bets upon the opposite letter, and do not pay to that in which it falls; an advantage equivalent to two and a half per cent. on all the money staked.

THE GAME OF PAM-LOO.

The game of Pam-loo may be played by four, five, six, or seven persons. Five or six is the best number. If there be less than five, a loo will seldom happen, and if more than six, the pack will frequently be insufficient. A compiete pack is used, and the cards rank the same as in Whist, except the knave of clubs, which is called Pam.

Explanation of Terms.

Pam, is the knave of clubs, and ranks above every other card in the pack. It is subject to no laws, but may be played on any suit, at any time, even though you have in your hand the suit which is led. When led, it always commands trumps, but when trumps are led, you are not obliged to play it, even if you have no trump. If you hold pam, you cannot be looed. If pam is turned for the trump card, clubs are trumps.

Pool. The pool consists of the fish or counters, which are paid for the deals, and of the sums forfeited by those who were looed the preceding hand.

Flush is five cards, all of one suit.

Pam flush is four flush cards and pam.

Blaze is five face or court cards.

Pam blaze is four blaze cards and pam.

The person holding the best flush or blaze outwins all the money in the pool; and each other person that stood is looed, unless he has either pam, a flush, or a blaze.—They rank in the following order: 1st, a *pam-flush*, or *pam-blaze*;—2d, a *flush of trumps*;—3d, any *other flush*;—4th, a *blaze*;—and if there be two or more equal flushes or blazes out, the eldest is the best.

Loo. The loo is the sum put up by any one that is looed, and is either limited or unlimited;—when unlimited, a person is looed for the whole amount of the

pool;—if limited, he is looed for no more than a certain sum, previously agreed upon, generally about five times the deal; but he is never looed for more than the pool.

Pam be civil is said by any one holding the ace and king of trumps, when he leads or plays either of them; in which case, as it is impossible that he should be looed, the person holding pam will not play it on either of them. If the ace has been played, in a previous trick, a person holding the king and queen has the same privilege. The person, however, that holds pam, has a *right* to play it in the above case if he pleases; but it would, generally, be very bad play.

To play for the good, or *for the good of the loo*, is to play in such a manner as to loo as many as possible, without any regard to making tricks. This should always be done when you are safe: and for this purpose, you ought generally to lead a trump.

To be safe, is when you have won a trick, or are sure of winning one.

Winner's lift is said, to prevent the last player from wasting a good card, by taking a trick from one who is already safe; or it is said by one who has already taken a trick, when he leads or plays a card which is the second best in, in order to prevent the person who may hold the best card, from playing it on that trick; as by reserving this best card, some other person may be looed.

A revoke is when a person, who has suit, does not play it.

A sure card is one, that is sure of taking a trick.

A must. To have a must, is a method of playing the game, in which it is a rule, that whenever there is only the deal to be played for, every person is obliged to stand in order to make a loo for the next hand. As often as this happens, it is a must.

Description of the Game.

The game of Pam-loo is played with the assistance of counters. One of the party, who is called the *cashier*, delivers to each player a certain number of fish or counters, which the cashier is obliged, at the end of the game, to redeem, at the same value at which they were

delivered. Two kinds of counters are sufficient, of which the larger may be considered as equal to five of the smaller, or their value.

The cards are cut by each player for the deal; and the person who cuts the lowest card is to deal first. In cutting, the ace is lowest. After the first deal, each person deals in turn, as in Whist.

The dealer having paid five fish for his deal, the cards are shuffled by every one who chooses, the dealer having a right to shuffle them last; the pack is then cut by the person at the dealer's right hand. The dealer then distributes five cards to each person, beginning on his left hand; as many at a time as he pleases, provided they be dealt equally; usually two cards the first round, and three the second. He then turns the trump from the top of the pack, and places it face upwards, upon the table. The trump card belongs to the dealer, which makes his number six.

The dealer must now ask each person round the board, beginning at his left hand, if he stands. If he does, he says *yes*, or signifies it by knocking on the table. If he does not stand, he throws up his cards into the middle of the table. Having asked round the board, the dealer declares whether he stands himself, or not. He then asks the first person that stood, on his left, how many cards he calls, who immediately discards as many from his hand as he pleases, and receives an equal number from off the top of the pack.

When all that stand have discarded, and received their several calls, the dealer, if he stood, takes up his five cards, with the trump, (which he may now mix with his others,) and discarding as many as he pleases, takes an equal number from the pack. Having six cards, he must next throw away the least valuable one in his hand, which will reduce it to the proper number.

If there is a flush or a blaze, it must not be shown; and the best takes the pool. All the others, that stood, are looed: unless any one holds pam, or another flush or blaze, the loos (if there be any) and the deal being put into the pool, the game is continued by a new deal. Five fish are paid by the dealer at every deal.

If no one have a flush or blaze, the elder hand leads a card, to which the rest are obliged to follow suit, if they have it; otherwise they may trump. The best

card wins the trick; and the winner leads again; and so on, till the five tricks are played.

If any person win neither of the five tricks, he is looed. Those who win the tricks divide the money played for, which is divided into five equal parts, and each trick takes a dividend. The loos and deal being then paid as before, the game is continued by a new deal.

Another method of playing is, never to divide the pool, unless some one is looed. This keeps a loo always on the table.

Another method of playing is, to pay six fish for every deal, one of which and a proportion of the loos, is put into a separate box; and the fish contained in this box gradually accumulate, till some one has a pam-flush, which entitles him to the whole.

Laws of the Game.—Of Dealing.

Each person at the table has a right to shuffle the cards, but it is usual for the elder hand only, and the dealer after.

The dealer has a right to shuffle them last.

In cutting, two cards at least must be cut.

It is the dealer's duty to see that each person pays his loo, before he turns the trump; as he is responsible to the company for all that may be deficient.

If the dealer permit any one to deal for him, to give out cards, or to assort his hand, and any error be committed, the dealer is accountable, as if he had made the error himself.

The cards must be dealt regularly round, beginning on the left hand of the dealer, and an equal number at a time to each person.

As often as the dealer makes a misdeal, it is at his option either to pass the deal, or to pay and deal again.

If a misdeal be discovered before the trump is turned, it is no deal.

If a card is faced in the pack, or be turned up in dealing, unless it be a trump card, it is no deal.

If there are too many or too few cards, it is no deal.

No one may take up, or look at his cards till the trump is turned: when this is the case, the dealer, if he should

happen to misdeal, has a right to deal again, without paying.

If the dealer, instead of turning the trump, puts it face downwards upon his own cards, he loses his deal.

Whoever deals out of his turn, or twice successively and recollects himself before he looks at his cards, may compel the proper person to deal.

No one can claim his right to deal after he has seen his cards

Of Standing, Discarding, Calling, &c.

Any person having signified, in answer to the dealer, that he does or does not stand, he cannot afterward alter his *say*, without the consent of the rest. And if all should throw up to the dealer, and he, not observing that no one stands, should throw up also, he cannot afterward correct himself; but the money must lie, to be played for in the next deal.

It is the duty of the dealer to see that each person discards the same number that he calls for.

If any person takes in his cards, without having put out the discard, it is a misdeal.

No person can discard twice; and the discard cannot be changed, after being put out: he cannot alter his call, or make a different discard.

No person, in throwing up, discarding, or in any other way, has a right to face or show any of the cards.

No one can, at any time, look over any cards, either of the pack, or of those which have been discarded.

If a card be faced in answering a call, any one that stands, has a right to call for a new deal, except he, by whose fault the card was faced; and if the dealer was to fault, he must pay or pass the deal.

The dealer should leave his trump card upon the table, till it is his turn to call: after which no one has a right to ask what the trump card was; though he may ask what are trumps.

If, at the end of the game, there should be an error in the discard, there must be a new deal, and the dealer must pay, or pass it; because it is his duty to see that each discard is correct.

Of Playing.

The elder hand must not lead till the discard is complete; and should he have played, he is permitted, if nobody has played to his card, to take up the same, and play another.

No one should play out of his turn; and any card so played cannot be taken up again.

A card once shown in playing, must be played, provided it does not cause a revoke.

If any one is sure of winning every remaining trick, he may show his cards; but he is then liable to have them called.

A person may at any time examine all his own tricks, but not those of any other, except the last trick that was played.

No one, during the play, may declare how many or what trumps are out or in, or what cards have been played.

If any one call *Pam be civil*, when he has no right to do it, that trick may he afterward played over again, and pam be put upon the ace or king so played.

Of Partnership.

There can be no partnership between any two or more persons at the table.

Calculations.

1. There are 16 blaze cards in the pack, and 36 which are not.
2. There are 13 flush cards of clubs, and 39 which are not.
3. There are 14 flush cards of spades, hearts, and diamonds, and 38 which are not: because pam is a flush card to any suit.

—Consequently—

If you hold 4 blaze cards, and call 1 for a blaze (if the trump is not a blaze card) it is 34 to 12, or about 3

to 1, that you do not obtain it. But if the trump is a blaze card, it is 35 to 11, or about 3 to 1 against you.

If you hold 4 blaze cards, as above, and being dealer, call 2, for a blaze, it is, in the first instance, 34 to 24, or about 3 to 2, against you; and in the second instance, 35 to 22, or about 5 to 3 against you.

If you hold 4 flush cards of clubs, and call 1 for a flush, (if the trump card is not of the suit you want) it is 37 to 9, or about 5 to 1, that you do not obtain it. But if the trump is of the the suit you want, it is 38 to 8, or about 5 to 1, against you.

If you hold 4 flush cards of clubs, as above, and being dealer, call 2 for a flush, it is, in the first instance, 37 to 18, or about 2 to 1, against you; and in the second instance, 38 to 16, or about 5 to 2, against you.

If you hold 4 flush cards, of spades, hearts, or diamonds, and call 1 for a flush, (if the trump card is not of the suit you want) it is 36 to 10, or about 7 to 2, that you do not obtain it. But if the trump is of the suit you want, it is 37 to 9, or about 4 to 1, against you.

If you hold 4 flush cards, of spades, hearts, or diamonds, as above, and being dealer, call 2 for a flush, it is, in the first instance, 36 to 20, or about 5 to 3, against you; and in the second instance, 37 to 18, or about 2 to 1, against you.

In running for pam, if you call 6 cards, it is 46 to 6, or about 8 to 1, that you do not obtain it; if you call 5, it is 46 to 5, or about 8 to 1, against you: if you call 4, it is 46 to 4, or about 12 to 1 against you; and so on.

Of Flushes and Blazes.

From the preceding calculations, it appears that the chance of obtaining a blaze, in calling one or two cards, is greater than that of obtaining a flush, in the proportion of about 4 to 3. This alone would render it safer to stand on four blaze, than on four flush cards. But there are other considerations, which make the running for a blaze, in preference to a flush, advisable. In the first place, if you are elder hand, the chance is greatly in favour of your calling a trump; so that unless your four flush cards are trumps, there is no probability of your obtaining a flush: but the elder hand is as likely

as any other to call a blaze card. In the second place, a flush is generally composed of low cards. And in the last place, a flush contains only one suit; and, therefore, if you miss of a flush, you have barely the chance of taking a trick in that one suit only; but a blaze is generally composed of high cards in each suit, and, therefore, in running for a blaze, if you should not obtain it, you have nevertheless a great chance of getting safe on one of your four blaze cards.

OF STANDING YOUR HAND.

General Remarks.

The game of Pam-loo differs from other games generally played at cards, in one material point; which is, that any person, after examining his hand, may play it or not as he pleases. If he throws up, he neither wins nor loses; if he plays, he must calculate either to win or to lose. From this peculiarity in the game, a coolness and command of temper is of the utmost importance. It is of less consequence to know how to play the cards well, than it is to know when to stand, and when to throw up.

You cannot be too often reminded to be cautious of standing on a doubtful or indifferent hand. There is very little dependence to be placed on the cards which you may call in; and you had better throw up too often than run imprudent risks. It is in this that the great art of winning consists. A person of a warm and impetuous temper seldom wins, let him know the rules of the game ever so well. If he has been fortunate in standing on a bad hand, he is too confident of future success;—if he has been unfortunate, he runs greater risks, with the foolish hope that *his luck will turn*; or he becomes petulant, and stands on a worthless hand, merely from ill-humour. Both extremes should be avoided with the utmost caution. A person who has the command of his temper, and is governed solely by judgment and prudence; who is not too much elated by good fortune, nor too much depressed by bad, possesses a great advantage. He must have an uncommon run of bad luck, if he does not come off winner, even in the company of much better players

No invariable rules can be given when to stand, or when to throw up. Reference must always be had to the state of the loo. For example, if the loo be limited to twenty fish, and there are five times that amount in the pool, a person will then stand, when he would not if there were only twenty fish in the pool; because he is sure of losing no more than twenty, and he has the chance of winning a hundred; and if he takes only one trick, he wins as much as he risks.

In order to know when to stand or not, it is very necessary to keep the run of the cards; and he who does it, possesses an important advantage over those who do not.

Of keeping the Run of the Cards.

In this game, so little time is taken in playing a hand, and the deal goes so briskly round, that the cards are seldom shuffled so as materially to alter the situation they were in when packed. A person, therefore, who observes how they were played; what tricks one person took, and of what cards those tricks consisted; in what manner they were collected, and in what order they were packed together; what suit was trumps, and whether many were out or not; whether they were all played together, or much scattered; what particular cards were played on or near the high trumps; whether one person took all the tricks at trumps or not, and how those tricks were packed; on what cards pam was played; and lasty, in what manner the cards were shuffled and cut;—if possessing this knowledge, the same suit should be trumps the next deal, he can tell with tolerable accuracy from the trump card, what cards lie at or near the top of the pack. From the same observations, he will be able to form a correct judgment by the cards in his own hand, respecting the cards which others hold; and in like manner, from the cards which he calls in, he may calculate what cards others have called. From this information he will not only be governed in standing and calling, but will know in what manner to play his hand.

OF STANDING AND CALLING.

Elder Hand.

There is some advantage in being elder hand, because he has the first call, and is on that account more likely than the rest to obtain trumps; he will therefore stand with fewer or lower trumps, than would be prudent in the second or third hand. If he have kept the run of the cards, he has particularly the advantage; as he will know, from the trump card, whether he may expect a good or a bad call, and stand or throw up accordingly.

The following rules are variable by so many different circumstances, that a good player will perceive the impropriety of being always governed by them. They will, however, if attended to, be of service to the inexperienced stranger.

1. Having pam and one trump, run for trumps.
2. Having pam and three blaze cards, run for a blaze.
3. Having pam and three flush cards which are not trumps, run for trumps.
4. Having ace or king, or queen of trumps, and no other trump, stand, and run for trumps.
5. Having only one trump, and that lower than the queen, throw up.
6. Having two low trumps, stand, and run for trumps.
7. Having four flush cards, not trumps, and your other card not a high trump, throw up.
8. Having four blaze cards, stand, and run for a blaze.
9. Never stand, unless you can calculate on a flush, or blaze, or a safe hand of trumps.
14. Many of the above rules are founded on the presumption, that one or more cards at the top of the pack being next to the trump card, are trumps; and consequently that that the elder hand cannot calculate on any other suit.

Second, third, and fourth Hands.

Though the second, third, and fourth hands do no enjoy some of the advantages which we have observed are possessed by the first, or elder hand, yet they hav

one advantage from which the elder hand is excluded, that of better ascertaining how many are likely to stand. And in this, the third hand has the advantage of the second, the fourth of the third, &c. This knowledge is of considerable importance; for when few stand, you may venture on a much weaker hand than otherwise.

If you are the last, (before the dealer,) and all before you have thrown up, stand, even if you call five cards; unless you are sure that the dealer will obtain a flush or blaze, or has all the high trumps. As a general rule, never throw up to the dealer. When there are only two that play their hands, it is rare that either of them is looed, except it be by a flush or blaze. Besides, when few stand, there being but a few out, the pack must be rich, and you are almost certain of a good call.

1. Having pam and one low trump, discard the trump, and call four cards.
2. Having pam and three blaze cards, run for a blaze.
3. Having pam and three flush cards, run for a flush.
4. Having ace or king of trumps, and no other trump, stand, and run for trumps.
5. Having only one trump, and that lower than the king, throw up.
6. Having queen, or knave, and one other trump, stand, and run for trumps.
7. Having two low trumps, throw up.
8. Having three low trumps, stand, and run for trumps.
9. Having four flush cards, not trumps, and your other card not a high trump, throw up.
10. Having four blaze cards, stand, and run for a blaze.
11. Never stand unless you can calculate on a flush, or blaze, or a safe hand of trumps.
12. Some of the above rules differ from those given for the elder hand, because the second or third hand is not more likely to call trumps than any other suit.

Dealer.

The dealer has the privilege of dealing himself six cards (one of which, at least, is always a trump) and that of calling six others: and he knows precisely how

many at the board will stand. If many stand before him, and he has not a good hand, he will throw up; but if only one or two stand before him, he will venture on a very poor hand, even though he is obliged to call six cards.

1. Having five or six blaze or flush cards, call one for pam.
2. Having four blaze or flush cards, stand, and run for a blaze or flush, unless the two which you must discard are high trumps, in which case run for trumps.
3. Having only three flush or blaze cards, not trumps, do not run for a flush or a blaze; nor stand, unless you have other cards to stand on.
4. Having two high trumps, and four flush cards, run for trumps.
5. Having one high trump, even if it be the ace, and four flush cards, run for a flush.
6. Having one high trump, and three blaze cards, run for a blaze.
7. Having only one or two low trumps, call six cards.
8. Having three low trumps, run for trumps.
9. Having pam and two low trumps, run for trumps.
10. Having pam and one low trump, discard the trump, and call five cards.
11. Having pam and one high trump, run for trumps.

General Remarks on Calling.

If but few persons stand, as has been before observed, you may safely calculate that few trumps were dealt out, and consequently the calls will probably be rich in trumps. If, on the contrary, an unusual number stand, it is equally certain that nearly all the trumps are out, and the calls will consequently be poor.

If you stand, and know before you have called, that any one has a flush or blaze, do not run for trumps, in preference to any other suit; but endeavour to get a flush or blaze, as the only thing (except pam) that can save you. If you have three flush or blaze cards, it may be well to run for a flush; but if you have not, it will be best to call five cards (or six if you are dealer;) as you not only may possibly call a flush or blaze, but have also a chance of obtaining pam.

If you are dealer, be careful, when it comes to your

own turn to call, to mix the trump card with your other cards before you assort your hand, or make your discard; for sometimes, when you run for a flush or blaze, it will be necessary to throw away your trump card;—but in such a case, you should be careful to let no one know it.

If you are not dealer, and the dealer should leave his trump card on the table till he has made his call, observe whether that card be included in his discard or not. If it is, you may be sure that he runs either for a blaze, or for a flush, in a suit that is not trumps; and if he do not obtain a flush or blaze, it is almost certain that he has a weak hand.

Of discarding the Dealer's sixth Card.

1. If you have one or more trumps, and have a single card of any other suit, discard that single card, unless it be an ace. Because when that suit is led, you will probably get safe by transposing it.

2. If you have no trump, discard the lowest card, in that suit of which you have the most. Because, as you cannot trump, you must endeavour to keep a card in every other suit, that you may have as many chances as possible of getting safe. You will seldom have more than one chance of saving yourself on the same suit.

3. If, however, you have two or three high trumps, and are sure of getting safe, it will be as well not to discard a good card, though it be a single card of any suit. Because, as your high trumps will give you the lead, when all the trumps are out, the high cards of other suits will then be nearly as good in your hand as trumps.

4. Never show the card that you throw out, nor let any one know to what suit it belongs. Because, the conclusion would be, that it was the only card you had of that suit; the elder hand would, of course, avoid leading from that suit;—whereas it is for your interest that he should lead from it, as you would be almost certain, from being last player, of taking the trick by trumping it.

Of knowing the state of your Adversaries' Hands.

In order to play with judgment, it is necessary to have some idea of the state of each person's hand. This is

to be obtained, partly from the run of the cards, but principally from observing what number of cards each person calls in. Some assistance may be derived from the following observations.

1. If you have been able to keep the run of the cards with tolerable accuracy, you may calculate from your own call, what are the cards which others have called in.

2. If any person call for only one card, he probably had four flush or blaze cards (generally the latter) and it is three to one that they are not trumps; so that if he does not get a blaze or flush, you may safely calculate that he has not more than one trump: it is three to one that he has none.

3. If any one call for two, he probably had three low trumps; and it is three to two that he did not obtain another trump.

4. If any person call for three, it is beyond a doubt that he had two trumps, one of which, at least, is a good one; and it is an equal chance that he called in another trump.

5. If any one call four, he had probably either pam, ace, or king; and it is about six to five that he called in another trump.

6. The dealer will always stand on a poorer hand than any other person.

From these calculations you may be able to play in such a manner, as to get safe on a weak hand: and you may, from the same knowledge, frequently loo one or two persons more than you otherwise would.

Of playing your Cards.

In playing your cards, there are three objects which you should always have in view. The first, and principal one, is to get safe. Consequently, if you have not pam, or some other sure card in your hand, you must, in the first place, endeavour to win a trick. The second and next important object, after being safe, is to loo as many persons as you possibly can, even though you lose several tricks by it. This is called playing for the good of the loo, and is invariably practised by generous and honourable players. The third and last is, when all are safe, or when there is no chance of looing any one, to win as many of the remaining tricks as possible.

Always recollect what number of cards each person called in, and play accordingly.

Elder Hand.

If you are elder hand, and have only one or two low trumps (especially if you have but one) lead a trump. For if you should lead from a suit that is not trumps, it is almost certain that it will be trumped by somebody; in which case, the winner will (according to an invariable rule, "as soon as you are safe, play for the good,") lead a trump; and whoever wins that trick will lead another trump, which will bring out both of yours; and as they are low, it is impossible that they should win either of the tricks. Whereas, if you begin by leading a trump, you not only loo a greater number, (which is particularly in your favour, as you will deal next,) but you bring out the trumps sooner, and by that means have a much better chance of getting safe on some other suit that may be led, of which probably you hold the best card, and which might otherwise be trumped. It is also generally understood, that a person has a good hand when he leads a trump; consequently the other players will not be so likely to endeavour to loo him.

If you have no trump, lead from a suit in which you have no high card; unless there should be but two or three playing, in which case lead your best card.

If you have ace and king, call *pam be civil*, and lead the ace, after which lead your king, and if you have another trump left lead that.

If you have pam and king, lead pam; after which lead the king, as the ace, you being safe, will not be played upon it.

If you have a safe hand, always lead a trump.

If you have the ace of trumps, and not the king or pam, do not lead your ace.

If you have pam and no other trump, do not lead pam.

If you have pam and another trump, lead pam; after which, lead your other trump.

General Rules for Playing.

As soon as you are safe, play for the good of the loo.

If you are safe, lead a trump, if you have one; otherwise, lead your best card.

If a trump be led, and you have ace and king, say *pam be civil*, and play your ace; after which lead your king.

If a trump be led, and you have pam and another trump, play pam; after which lead your trump.

If a trump be led, and you have pam and no other trump, do not play pam.

If the ace has been played in a previous trick, and you have king and queen remaining, lead or play your king, calling *pam be civil*.

If the ace, king, or queen be led or played, without calling *pam be civil*, put on pam, whether you have another trump or not.

After winning a trick, if you have the best trump in, always lead or play that trump; whether pam be out or not.

Always endeavour to prevent any one that is not safe, from winning a trick, especially if you are last player.

It is a general rule, *never to take a winner's lift*, unless all are safe. That is, if you are last player, and the trick belongs to one who is safe, you ought not to waste your valuable cards by taking it. Or if a winner lead or play a card which you know to be the best in, except what you hold in your own hand, you ought to pass the trick. This rule, however, is not to be observed, if you think that by taking such a trick you can loo a greater number than by passing it.

If you have pam and queen, with no other trump, and the ace or king be led or played with the call *pam be civil*, play pam notwithstanding; after which, lead your queen, as the king will not be played on your queen, if the holder have any other trump.

You will do the same, if a person who is safe lead the king, whether the ace be out or not.

You will do the same, if you have pam and king only, and one who is safe should lead or play the ace.

If you have the ace, or the king, or the queen, with only one or two low trumps, and are not safe, be cautious of playing your high card while the higher ones are in; especially do not lead it, nor play it the second hand.

THE GAME OF BRAG.

This game is played with an entire pack of cards, which rank as at Whist, except the knaves and nines, which are called *braggers*, and rank the same as any cards they may be held with. Thus, an ace and two knaves or nines, or one of each, are called three aces; a deuce and two braggers three deuces; a king and one bragger, two kings, and so on. The number of players is usually from four to eight. The cards are cast round for the deal, and the first bragger deals first, and afterward in succession to the left. The person on the left of the dealer then puts into the pool any sum he pleases, which is called the *ante*. If the next player chooses, he may put in double the sum, the third may double again, and so each in his turn; but this must be done before the deal commences. The ante being paid, three cards are dealt to each player, one by one. Each player, in rotation, having examined his hand, decides whether he will *go in;* if he does, he puts into the pool the amount of the ante; if he does not go in, he throws up his cards, unexposed, and waits for the next deal. The dealer then gives to each player who goes in, as many cards from the pack as he discards from his hand, which completes the deal. The eldest hand, that is, the first on the left of the dealer who goes in, then begins the play. He must either *brag*, *pass eldest*, or *bolt;* if, on examining his cards, he dares to brag, he must put into the pool any sum he pleases, (not less than the whole ante) naming the amount; or, he may say, "*I pass*," retaining his cards, and becoming youngest hand; or if his cards are bad, he may *bolt*, that is, throw up his cards, and forfeit his interest in the pool for that deal. If he bolts the next player becomes eldest, and has the same right, and so on until some one brags. None but eldest hand can pass. If the elder hand pass, the next player must brag or bolt. After any player has bragged, the rest

must either go it, (by putting into the pool the amount bragged, saying, "*I go it*,") or bolt: the youngest hand, that is, the last who goes the brag, may call a sight or return the brag; if he calls a sight, the cards must be shown in rotation, the player who calls showing last, and the best hand shown wins the pool; if he returns the brag, he must put up such sum over the last brag as he chooses, and the game goes round again, each player who does not bolt, must put up the amount bragged; he who last goes any brag, has the right to call a sight, or return the brag; and thus the game continues, until a sight is called, or some player brags so high that all the others bolt, when the last bragger wins the pool, be his hand what it may. The game is then continued by a new deal.

The best hand in this game is a *pair royal*, that is, three cards of one kind, three aces being better than three kings, and so on; the next is a pair, two aces, two kings, &c.; and then the highest single card. A natural pair royal, which is formed without the aid of braggers, is better than one of the same rank formed with them; thus, three aces are better than two aces and one bragger; three deuces are better than two deuces and one bragger; and pairs are governed by the same rule. The knaves and nines are of equal rank, except that two knaves and a nine, or knave and two nines, are three knaves. If two hands of equal strength are shown, the eldest wins. A table is annexed, in which the hands are ranked according to their value. It should be noted, that two aces and a king are no better than two aces and a deuce, as no card is of any value unless it makes a pair or a pair royal. You should understand this thoroughly before you begin to play, in order to know in what manner to discard and take in, in forming your hand.

TABLE, SHOWING THE RANK OF THE DIFFERENT HANDS

Pairs Royal.	*Pairs Royal.*
3 aces,	3 sevens,
2 aces and 1 bragger,	2 sevens and 1 bragger,
1 ace and 2 braggers,	1 seven and 2 braggers,
3 kings.	3 sixes,
2 kings and 1 bragger,	2 sixes and 1 bragger,
1 king and 2 braggers,	1 six and 2 braggers,
3 queens,	3 fives,
2 queens and 1 bragger,	2 fives and 1 bragger,
1 queen and 2 braggers,	1 five and 2 braggers,
3 knaves,	3 fours,
2 knaves and 1 nine,	2 fours and 1 bragger,
1 knave and 2 nines,	1 four and 2 braggers,
3 tens,	3 threes,
2 tens and 1 bragger,	2 threes and 1 bragger,
1 ten and 2 braggers,	1 three and 2 braggers,
3 nines,	3 deuces,
3 eights,	2 deuces and 1 bragger,
2 eights and 1 bragger,	1 deuce and 2 braggers.
1 eight and 2 braggers,	

Pairs.	*Pairs.*
2 aces,	1 king and 1 bragger,
1 ace and 1 bragger,	2 queens,
2 kings,	1 queen and 1 bragger, &c

Of doubling and raising the Ante.

If the ante is doubled, the eldest hand having looked at the cards first dealt him, must either make good (i. e. put in as much as will make his ante equal to the last double) or bolt. All who go in, must pay the same amount. All the players having either gone in or bolted, the last doubler has a right to draw half his stake, and throw up his hand.

After the first three cards are dealt, but before taking in, the eldest hand having seen his cards, may raise the ante, (unless it has been doubled,) by putting in any sum he pleases; and all who go in must pay the amount of the whole ante.

Observe, tha. the same rule applies to doubling the ante, raising the ante, and bragging; the player who last goes the double, raise, or brag, has a right, in his turn, of increasing either.

Laws of the Game.

When a player brags so high that all his antagonists bolt, he need not show his hand.

No player shall examine the pack, or the hands bolted, or show them to any player who is bragging.

Nothing can be claimed for a hand bolted or thrown up unexposed.

If the dealer misdeal the first three to each player, he forfeits the amount of the ante, and must deal again.

If any player take in more or less cards than he is entitled to, and does not correct it before his cards or any succeeding him are shown, he loses his right in the pool the same as by bolting; but the game goes on.

If a card is faced in the pack, a new deal may called.

If a card is shown in dealing, the player to whom it was dealt may refuse it.

No player may brag or go it, without putting up the amount.

If no person goes in to the ante, the stake is withdrawn, and the deal passes to the next.

Every player has a right to shuffle the cards; the one on the right of the dealer must cut them.

No one but the dealer is obliged to tell how many cards he took in.

THE GAME OF DOMINO

This Game is played by two or four persons, with twenty-eight pieces of oblong ivory, plain at the back, but on the face divided by a black line in the middle, and indented with spots from one to a double six, which pieces are, a double blank, ace blank, double ace, deuce blank, deuce ace, double deuce, trois blank, trois ace, trois deuce, double trois, four blank, four ace, four deuce, four trois, double four, five blank, five ace, five deuce, five trois, five four, double five, six blank, six ace, six deuce, six trois, six four, six five, and double six. Sometimes a double set is played with, of which double twelve is the highest.

At the commencement of the game, the dominoes are well mixed together with their faces upon the table. Each person draws one, and if four play, those who choose the two highest are partners, against those who take the lowest: drawing the latter also serves to determine who is to lay down the first piece, which is reckoned a great advantage. Afterward each player takes seven pieces at random. The eldest hand having laid one, the next must pair him at either end of the piece he may choose, according to the number of pips, or the blank in the compartment of the piece; but whenever any one cannot match the part, either of the domino last put down, or of that unpaired at the other end of the row, then he says *go*, and the next is at liberty to play. Thus they play alternately either until one party has played all his pieces, and thereby won the game, or till the game be *blocked;* that is, when neither party can play, by matching the pieces where unpaired at either end; then that party wins who has the smallest number of pips on the pieces remaining in their possession.

It is to the advantage of every player to dispossess himself as early as possible of the heavy pieces, such as double six, five, four, &c.

Sometimes, when two persons play, they take each only seven pieces, and agree to *play* or *draw*; that is, when one cannot come in, or pair the pieces upon the board at the end unmatched, he is then to draw from the fourteen pieces in stock on the table till he find one to suit.

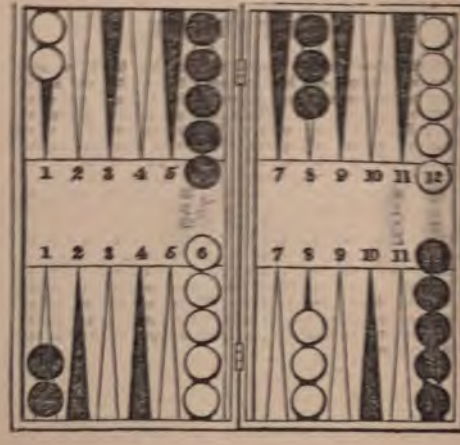
This game requires strict attention, and nothing but practice will make a skilful player.

LIFT SMOKE.

This game may be played by from two to six or seven persons. About one half or two thirds of the pack according to the number of players, is dealt round, and a card turned up for trumps. The cards rank as at whist, and are played in the same manner. The tricks are of no value, but each person taking one, lifts a card from the undealt portion of the pack, and adds to it those in his hand; and he whose cards hold longest out, wins the game, and receives from each of the other players either a sum agreed on as the stake to be played for, or a counter from each for every card he holds. In the latter case, the players, as they respectively fall out of the game, ought to deposit a number of counters equal to the cards in that person's hand who holds most at the time, these successive deposits becoming the property of him who has cards remaining after all the others are played. When the cards left undealt are nearly exhausted, the tricks which have been taken are put under the remainder, and this is repeated as often as it is necessary.

BLACK

THE GAME OF BACK-GAMMON.



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THE GAME OF BACK-GAMMON.

The Game of Back-Gammon is allowed on all hands to be the most ingenious and elegant game next to chess. The word is Welch, and signifies *little battle*. The origin and antiquity of the game has been accordingly ascribed to the Cambro Britons, although it is claimed also by the French and Spaniards.

This game is played with dice by two persons, on a table divided into two parts, upon which there are twenty-four black and white spaces, called points. (See the table represented.) Each player has fifteen men, black and white, to distinguish them, which are disposed of in the following manner; Supposing you play into the right-hand table, two are placed upon the ace point in the adversary's table, five upon the six point in the opposite table, three upon the cinque point in the hithermost table, and five on the six point in your own table: the grand object in the game is to bring the men round into your own table; all throws that contribute towards it, and prevent your adversary doing the like, are advantageous, and vice versa. The best first throw upon the dice is esteemed aces, because it stops the six point in the outer table, and secures the cinque in your own, whereby your adversary's two men upon your ace point cannot get out with either quatre, cinque, or six. This throw is an advantage frequently asked and given by a superior player to one not equally skilful.

It is necessary for a learner to know how many points he ought to throw upon the two dice, one throw with another.

There are thirty-six chances upon two dice, in which there are 294 points. Thus

2 Sixes	1	5 and 4 twice	2
2 Fives	1	5 and 3 twice	2
2 Fours	1	5 and 2 twice	2
2 Trois	1	*5 and 1 twice	2
2 Deuces	1	4 and 3 twice	2
*2 Aces	1	4 and 2 twice	2
6 and 5 twice	2	*4 and 1 twice	2
6 and 4 twice	2	3 and 2 twice	2
6 and 3 twice	2	*3 and 1 twice	2
6 and 2 twice	2	*2 and 1 twice	2
*6 and 1 twice	2		

Chances, 36

2 Aces	4	5 and 4 twice	18
2 Deuces	8	5 and 3 twice	16
2 Trois	12	5 and 2 twice	14
2 Fours	16	5 and 1 twice	12
2 Fives	20	4 and 3 twice	14
2 Sixes	24	4 and 2 twice	12
6 and 5 twice	22	4 and 1 twice	10
6 and 4 twice	20	3 and 2 twice	10
6 and 3 twice	18	3 and 1 twice	8
6 and 2 twice	16	2 and 1 twice	6
6 and 1 twice	14		

Points, 294

3

Divide 294 by 36 gives 8, which is the average throw upon two dice.

To know the odds of being hit upon an ace.

Look in the table, where you will find thus * marked.

*2 Aces	1	*4 and 1 twice	2
*6 and 1 twice	2	*3 and 1 twice	2
*5 and 1 twice	2	*2 and 1 twice	2

Total 11

Which, deducted from 36

The remainder is 25

So that it appears that it is 25 to 11 against hitting an ace, upon a certain, or flat die.

The same method may be taken with any other flat lie, as you have seen with the ace.

The odds of entering a man upon 1, 2, 3, 4, 5 points, are

Answer. To enter it upon		for.	against.		*Reduced* for.	against
1 point	is	11 to 25,		or abou	4 to 9	
2 points		20 to 16,			5 to 4	
3 points		27 to 9,			3 to 1	
4 points		32 to 4,			8 to 1	
5 points		35 to 1,			35 to 1	

The odds of hitting, with any chance, in the reach of a single die, are,

Answer. To hit upon		for.	against.		*Reduced* for.	against
1	is	11 to 25,		or about	4 to 9	
2		12 to 24,			1 to 2	
3		14 to 22,			2 to 3	
4		15 to 21,			5 to 7	
5		15 to 21,			5 to 7	
6		17 to 19,			8 1-2 to 9 1-2	

The odds of hitting with double dice are as follow:

Answer. To hit upon		for.	against.		*Reduced.* for.	against.
7	is	6 to 30,		or about	1 to 5	
8		6 to 30,			1 to 5	
9		5 to 31,			1 to 6	
10		3 to 33,			1 to 11	
11		2 to 34,			1 to 17	
12	(or 26's)	1 to 36,			1 to 35	

To explain to a learner how to find by the table of 36 chances the odds of being hit upon any certain or flat die, this second example is added, to show how to find by that table the odds of being hit upon a 6.

2 Sixes	1	6 and 3 twice . . .	2
2 Trois	1	6 and 2 twice . . .	2
2 Deuces . . .	1	6 and 1 twice . . .	2
6 and 5 twice .	2	5 and 1 twice . . .	2
6 and 4 twice .	2	5 and 2 twice . . .	2
			17

Which, deducted from 36

There remain 19

By which it is evident, that it is 19 to 17 against being hit up a 6.

The Odds of the Hits.

2 love is about 5 to 2
2 to 1 is 2 to 1
1 love is 3 to 2

1. If you play three up at back-gammon, your principal aim, in the first place, is, either to secure your own or your adversary's cinque point; when that is achieved, you may play a pushing game, and try to gammon your adversary.

2. The second best point (after you have gained your cinque point) is to make your bar point, thereby preventing your adversary's running with two sixes.

3. After having proceeded thus far, you are then to prefer the making your quatre point, in your own tables, rather than the quatre point out of them.

4. Having effected these points, you have a fair chance to gammon your adversary, if he is very forward: for, suppose his tables are broke at home, it will then become your interest to open your bar point, and to force him to come out of your tables with a six; and having your men spread, you may not only catch that man which your adversary brings out of your tables, but you will also have a probability of taking up the man left in your tables (supposing that he had two men there.) And suppose he should have a blot at home, it will then be your interest not to make up your tables; because, if he should enter upon a blot, which you are to make for the purpose, you will have a probable chance of getting a third man; which, if achieved, will give you, at least, 4 to 1 of the gammon; whereas, if you have only two of his men up, the odds are in his favour that you do not gammon him.

5. If you play for a hit only, one or two men taken up of your adversary's makes it surer than a greater number, provided that your tables are made up.

6. *Instructions how to carry your Men home.*

When you carry your men home, in order to lose no point, you are to carry the most distant man to the bar

point of your adversary, that being the first stage; the next stage is six points farther, viz. in the place where your adversary's five men are first placed out of his tables; the next stage is upon the sixth point in your tables. This method is to be pursued till your men are brought home, excepting two, when, by losing a point, you may save your gammon, by putting it in the power of two fives or two fours to save it.

7. When a hit is only played for, you frequently should deavour to gain either your own or your adversary's cinque point; and if that fails by your being hit by your adversary, and you find that he is forwarder than yourself, you must throw more men into his tables; which is done thus: put a man upon your cinque or bar point, and if your adversary neglects to hit it, you may then gain a forward game, instead of a back game; but if he hits you, you must play for a back game, and then the greater number of men which are taken up make your game the better, because you will, by that means, preserve your game at home; and then you should endeavour to gain both your adversary's ace and trois points, or his ace and deuce points, and take care to keep three men upon his ace point, that if you hit him from thence that point may remain still secure to you.

8. At the beginning of a set do not play for a back game, because it would be running the risk of a gammon to win a single hit.

RULES

For playing, at setting out, the 36 chances of the dice, when you are to play for a gammon, or for a single hit.

1. Two aces, to be played on your cinque point and bar point.

2. Two sixes, to be played on your adversary's bar point, and on your own bar point.

3. *Two trois, to be played on your cinque point, and on your trois point in your own table, for a gammon only.

4. †Two deuces, to be played on your quatre point in your own tables, and two from the five men placed in your adversary's tables, for a gammon only.

5. †Two fours, from the five men placed in your adversary's tables, to the cinque point in your own tables, for a gammon only.

6. Two fives, from the five men placed in your adversary's tables, to the trois point in your own tables.

7. Size-ace, you are to take your bar point.

8. Size-deuce, a man from the five men placed in your adversary's tables, to the cinque point in your own tables.

9. Six and three, a man from your adversary's ace point, as far as he will go.

10. Six and four, a man from your adversary's ace point, as far as he will go.

11. Six and five, a man from your adversary's ace point, as far as he can go.

12. Cinque and quatre, a man from your adversary's ace point, as far as he can go.

13. Cinque-trois, make the trois point in your tables.

14. Cinque-deuce, two men from the five placed in your adversary's tables.

15. *Cinque-ace, one man from the five placed in your adversary's tables for the cinque, and one man on the cinque point in your own tables, for a gammon only.

16. Quatre trois, two men from the five placed in your adversary's tables.

17. Quatre-deuce, make the quatre point in your own tables.

18. †Quatre-ace, a man from the five placed in your adversary's tables for the quatre, and a man upon the cinque point in your own tables, for a gammon only.

19. Trois-deuce, two men from the five placed in your adversary's tables, for a gammon only.

20. Trois-ace, make the cinque point in your own tables.

21. *Deuce-ace, play one man from the five men placed in your adversary's tables for the deuce; and for the ace, a man upon the cinque point in your own tables, for a gammon only.

RULES

*How to play the chances that are marked thus * a hit only.*

1. *Two trois, two of them on your cinque point in your own tables, and two on the quatre point in your adversary's tables.

2. †Two deuces, two on your quatre point in your

own tables, and two on the trois point in your adversary's tables.

The two preceding cases are to be played in this manner, for this reason, viz. that thereby you avoid being shut up in your adversary's tables, and have the chance of throwing high doublets, to win the hit.

3. *Two fours, two on your adversary's cinque point in his tables; and two men from the five placed in your adversary's tables.

4. * 1. Cinque ace, play the cinque from the five men placed in your adversary's tables, and the ace from your adversary's ace point.

5. * 2. Quatre-ace, play the quatre from the five men placed in your adversary's tables, and the ace from the men on your adversary's ace point.

6. * 3. Deuce-ace, play the deuce from the five men placed in your adversary's tables, and the ace from your adversary's ace point.

7. These three last chances are played in this manner, for the following reason: by laying an ace down in your adversary's tables, you have a probability of throwing deuce-ace, trois-deuce, quatre-trois, or size-cinque, in two or three throws; in any of which cases you secure a point, which gives you vastly the best of the hit.

You may observe by the directions given in this chapter, that you are to play nine chances out the of thirty-six in a different manner, for a single hit than for a gammon

Cautions, Observations, and Hints.

1. To play for a gammon you are to make some blots on purpose, the odds being in your favour, that they are not hit; but if any blot is hit, as you will have three men in your adversary's tables, you must then try to secure your adversary's cinque, quatre, or trois point, to prevent a gammon, and must be very cautious how suffer your adversary to take up a fourth man.

2. Do not crowd your game by putting many men either upon your trois or deuce point in your own tables; which is, in effect, losing those men by not having them in play. Besides, by crowding your game, to save a gammon, you are often gammoned: because when your adversary finds your game crowded in your own tables, he may then play his game as he thinks proper.

3. By the following calculations, you may know the

odds of entering a single man upon any given number of points, and the game should be played accordingly.

4. If you are obliged to leave a blot, by recourse to the calculations for hitting it, you will find the chances for and against you, and be enabled to judge how to play your game to the greatest advantage.

5. You will also find by the calculations the odds for and against you, upon being hit by double dice, and consequently you will have it in your power to choose such a method of play as is most to your advantage.

6. If it is necessary to make a run, in order to win a hit, and you would know to a point which is most forward, your adversary or you;

Reckon how many points you must have to bring home to your size point in your own tables the man that is at the greatest distance from it, and do the like by every other man that is abroad; when the numbers are summed up, add to them the following numbers for those already on your own tables (supposing the men that were abroad as on your size point, for bearing) namely, six for every man to the size point, five for every man on the cinque point, four every man on the quatre point, three for every man on the trois point, two for every man on the deuce point. Do the like to your adversary's game, and then you will know which of you is forwardest, and likeliest to win the hit.

Directions for a Learner to bear his Men.

1. If your adversary is much before you, never play a man from your quatre, trois, or deuce points, in order to bear that man from the point where you put it, because nothing but high doublets can give you any chance for the hit: always play them from your size or highest point; so that throwing two fives, or two fours, will, upon having eased your size and cinque points, be of advantage; whereas, had your size point remained loaded, you must, perhaps, be obliged to play at length those fives and fours.

2. Whenever you have taken up two of your adversary's men, and have two, three, or more points, made in your own tables, spread your men, in order either to take a new point in your tables, or be ready to hit the man which your adversary may enter. As soon as he enters one of his men, compare his game with yours,

and if you find that the game is upon a par, or better, never fail taking his man up if you can, it being 25 to 11 against his hitting you; which chance being so much in your favour, you should always run that risk, when you have already two of his men up.

An exception may be made to this rule: if you play for a single hit only, and your playing that throw otherwise gives you a superior chance for the hit, you ought not to take up that man.

3. Never be deterred from taking up any one man of your adversary's by the fear of his hitting you with double dice, because the fairest probability he has of hitting you is 5 to 1 against him.

4. If you have five points in your tables, and have taken up one of your adversary's men, and are forced to leave a blot out of your tables, leave it upon doublets, in preference to any other chance; because doublets are 35 to 1 against his hitting you, and any other chance is but 17 to 1 against him.

5. Two of your adversary's men in your tables are better for a hit than if you had more, provided your game is more forward; because his having three or more men in your tables gives him more chances to hit you, than if he had but two men in them.

6. If you are to leave a blot upon entering a man upon your adversary's tables, or otherwise, leave it upon the point most disadvantageous to him. For example, if it is his interest to hit you or take you up as soon as you enter, leave the blot upon his lowest open point, because (as has been stated before) all the men your adversary plays upon his trois or his deuce points are deemed lost, being greatly out of play, and his game will be crowded there, and open elsewhere, whereby he must be greatly annoyed.

7. To prevent your adversary from bearing his men to the greatest advantage, at the time you are running to save your gammon, it is your advantage to leave a man upon your opponent's ace point, which will prevent his bearing his men to his greatest advantage, and will also give you the chance of his making a blot, which you may chance to hit. However, if, upon a calculation, you find that you have a throw, or a probability of saving your gammon, never wait for a blot, because the odds are greatly against hitting it.

Cases by way of example, to calculate the odds of saving or winning the Gammon.

1. If your adversary has so many men abroad as require three throws to put them into his tables; and your tables are made up, and you have taken up one of your adversary's men; it is about an equal wager that your opponent is gammoned.

Because, in all probability, you will have borne two men before you open your tables, and when you bear the third man, you will be obliged to open your size or cinque point: in that case it is probable that your adversary is obliged to throw twice before he enters his man in your tables, and two throws more before he puts that man into his own tables, and three throws more to put the men which he has abroad into his own tables; in all seven throws: now, as you have twelve men to bear, these probably will take seven throws in bearing, because before you can bear all your men, you may twice be obliged to make an ace, or a deuce.

N. B. No mention is made of doublets of either side, that event being equal to each party.

The preceding case duly attended to, shows how to calculate, very nearly, the odds of saving or winning a gammon upon most occasions.

2. Suppose I have three men upon my adversary's ace point, and five points in my own tables, and that my adversary has all his men in his tables, three upon each of his five highest points.

Question. Whether the probability is for the adversary's gammoning me or not?

Answer.

	Points.
For his bearing three men from his 6th point is	18
5th point	15
4th point	12
3d point	9
2d point	6
In all	60
Bringing my three men from my adversary's ace point, to my size point in my tables, being 18 points each, make in all	54
Remains	6

Now in addition to the six points in your favour, there is a further consideration for you, which is, that your adversary may make one or two blots in bearing, as is frequently the case; by this calculation, you have greatly the better of the probability of saving your gammon.

N. B. This case is supposed upon an equality of throwing.

3. Suppose I leave two blots, either of which cannot be hit but by double dice; to hit the one, that cast must be eight, and the other must be nine; so that my adversary has only one die to hit either of them.

The odds are 25 to 11 against hitting either of those blots.

4 Suppose I leave two other blots than the former which cannot be hit but by double dice, the one must be hit by eight, and the other by seven:

It is 2 to 1 that I am not hit.

A critical Game to play.

Suppose A and B place their men in the following manner for a hit:

A, three men upon his size point in his own tables, three men out of his tables upon his usual point, and nine men upon his adversary's ace, deuce, and trois points, three upon each; and suppose B's men to be placed in his own, and in his adversary's tables, in the same manner and order.

Situated thus, the best player ought to win the hit.

Now, if A throws first, he ought to endeavour to gain his adversary's cinque point; when that is done, let him lay as many blots as possible, to tempt B to hit him; for every time that B hits them will be to A's advantage, because it puts him backward; and let A take up none of B's men for the same reason.

A should endeavour to have three men upon each of his adversary's ace and deuce points: because when B makes a blot, these points will remain secure, and when A has borne five, six, or more men, A may yet secure six close points out of his tables, in order to prevent B from getting his man home; and by recourse to calculation he may easily find out (in case he makes out his tables,) who has the best of the hit; and if he finds that

B is the foremost, he should then try to lay such blots as may be taken up by his adversary, that he may give him a chance for taking up another man, in case B should have a blot at home.

Those who play the foregoing game well may rank in the first class of back-gammon players.

A Case of Curiosity

A and B play at back-gammon; A has borne thirteen men, and has two men to bear upon his deuce point; B has thirteen men in his own tables, and two men to enter. B is to throw and to name the throws both for himself and A, but not to hit a blot of either side.

Now what throw is B to name for both parties, in order to save his gammon?

Answer. B calls for himself two aces, which enters his two men upon A's ace point. B also calls two aces for A, and therefore A can neither bear a man nor play one: then B calls for two sixes for himself, and carries one man home upon his size point in his own tables, and the other he places upon his adversary's bar point. B also calls size-ace for A, so that A has one man left to bear, and then B calls for himself either two sixes, two fives, or two fours, any of which bear a man, if he has men in his tables upon those points, and saves his gammon.

The following question is worth attention, as being critical and instructive.

Supposing that yours and your adversary's tables are made up;

And that you have one man to carry home, but that he has two men on your oar point to carry home, which lie in wait to catch your man, and that if you pass him you are to win the hit: suppose also that you have it in your option to run the risk of being hit, by 7 or 8, both of which are chances upon double dice:

Question. Which of these chances is it best for you to venture?

Answer. That of 7, for the following reasons:

First. Because the chances of being hit by 7 or 8 are equal.

Second. If he does not hit 7, you will then have it

your favour twenty-three chances to thirteen, that by your next throw you either hit him or pass beyond him.

Third. In case your second throw should be under 7, and you cannot hit him, yet you may play that cast at home, and consequently leave the blot upon double dice.

Whereas if, on the contrary, you had left the blot upon 8, you would have made a bad choice, for the following reasons:

1. Because the chances of being hit by 7 or by 8 are equal only.

2. Because, if you should escape the being hit by 8, yet then you would have but seventeen chances in your favour, against nineteen, for either hitting him, or passing beyond him, by your next throw.

3. Now in case your second throw should be size-ace, which is short of him, you would then be forced to play the man that is out of your tables, being unable to play the six at home, and consequently to leave a blot to be hit by a single die, (or flat) in which event, computing that you play for eighteen shillings a game, he would be entitled to eleven shillings of the whole depending stake.

THE LAWS OF THE GAME.

1. If the man is taken from any point, it must be played.

2. A man is not played, till it is placed upon a point and quitted.

3. If a player has only fourteen men in play, there is no penalty attending it.

4. If he bears any number of men before he has entered a man taken up, and which of course he was obliged to enter, such men so borne must be entered again in the adversary's tables as well as the man taken up.

5. If he has mistaken his throw and played it, and his adversary has thrown, it is not in the choice of either of the players to alter it, unless both parties agree to it.

THE GAME OF DRAUGHTS.



THE GAME OF DRAUGHTS.

DRAUGHTS, or Chequers, is played on a chequered table of thirty two white, and thirty-two black squares, with twelve black and twelve white men, or chequers. The table should be so placed, as that each player will have a black square at his right hand, if they play on the white squares; or a white square, if they play on the black.

The men move obliquely *forward*, until they arrive at the adversary's head row, when they are made kings, and move *backward* and *forward*. The adversary's men are taken by leaping over them, and *must be taken* whenever offered or exposed. No move can be recalled after the man has been quitted. The players have the first move in each game alternately.

Draughts may be best learned by playing the following games; for which purpose the white are numbered; number 1 being on your right hand, and 4 on your left; number 5 the right hand of the second row, and 8 the left, and so on. The numbers should be placed on the corners of the squares, so as to be seen when the men are placed. The black men are placed on 1 to 12; the white on 21 to 32.

The letters N. C. F. T denote Number, Colour, From, To.

GAME THE FIRST.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	11	25	37	B	14	18
2	W	22	18	20	W	32	27	38	W	16	11
3	B	15	22	21	B	5	14	39	B	7	16
4	W	25	18	22	W	27	23	40	W	20	11
5	B	8	11	23	B	6	10	41	B	18	23
6	W	29	25	24	W	16	12	42	W	11	8
7	B	4	8	25	B	8	11	43	B	23	27
8	W	25	22	26	W	28	24	44	W	8	4
9	B	12	16	27	B	25	29	45	B	27	31
10	W	24	20	28	W	30	25	46	W	4	8
11	B	10	15	29	B	29	22	47	B	31	27
*12	W	27	24	30	W	26	17	48	W	24	20
13	B	16	19	31	B	11	15	49	B	27	23
14	W	23	16	32	W	20	16	50	W	8	11
15	B	15	19	33	B	15	18	51	B	23	18
16	W	24	15	34	W	24	20	52	W	11	8
17	B	9	14	35	B	18	27	53	B	18	15
18	W	18	9	36	W	31	24	&c	W	loses.	

* 12 White loses the game by this move.

GAME THE SECOND.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	5	14	37	B	10	17
2	W	22	18	20	W	24	19	38	W	21	14
3	B	15	22	21	B	15	24	39	B	30	25
4	W	25	18	22	W	28	19	40	W	14	9
5	B	8	11	23	B	14	17	41	B	11	15
6	W	29	25	24	W	32	27	42	W	9	6
7	B	4	8	25	B	10	14	43	B	2	9
8	W	25	22	26	W	27	24	44	W	13	6
9	B	12	16	27	B	3	7	45	B	15	18
10	W	24	20	28	W	30	25	46	W	6	2
11	B	10	15	29	B	6	9	47	B	7	10
12	W	21	17	30	W	13	6	48	W	2	6
13	B	7	10	31	B	1	10	49	B	10	14
14	W	27	24	32	W	22	13	50	W	6	9
15	B	8	12	33	B	14	18	51	B	25	21
16	W	17	13	34	W	23	14	52	W	31	26
17	B	9	14	35	B	16	30	53	B	14	17
18	W	18	9	36	W	25	21	&c		dr'wn	

GAME THE THIRD.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	16	23	37	B	12	19
2	W	22	18	20	W	26	19	38	W	24	8
3	B	15	22	21	B	14	23	39	B	3	12
4	W	25	18	22	W	27	18	40	W	13	9
5	B	8	11	23	B	6	15	41	B	14	18
6	W	29	25	24	W	13	6	42	W	28	24
7	B	4	8	25	B	1	10	43	B	18	23
8	W	25	22	26	W	31	26	44	W	24	19
9	B	10	15	27	B	5	9	45	B	23	27
10	W	24	20	28	W	26	23	46	W	19	15
11	B	12	16	29	B	9	13	47	B	27	32
12	W	21	17	30	W	23	19	48	W	15	11
13	B	7	10	31	B	13	17	49	B	32	27
14	W	17	13	32	W	22	13	50	W	9	5
15	B	8	12	33	B	15	22	51	B	27	23
16	W	28	24	34	W	32	28	52	W	5	1
17	B	10	14	35	B	10	14	53	B	22	26
18	W	23	19	36	W	19	16	&c		dr'wn	

GAME THE FOURTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	w	22	18	19	w	25	22	37	w	32	23
2	b	11	15	20	b	16	20	38	b	6	10
3	w	18	11	21	w	19	16	39	w	13	6
4	b	8	15	22	b	20	27	40	b	2	9
5	w	21	17	23	w	31	24	41	w	17	13
6	b	4	8	24	b	12	19	42	b	9	14
7	w	17	13	25	w	23	16	&c		dr'wn	
8	b	8	11	26	b	10	14				
9	w	25	22	27	w	17	10				
10	b	9	14	28	b	7	14				
11	w	29	25	29	w	24	19				
12	b	5	9	30	b	15	24				
13	w	23	19	31	w	28	19				
14	b	14	17	32	b	1	5				
15	w	27	23	33	w	22	17				
16	b	17	21	34	b	14	18				
17	w	22	17	35	w	26	23				
18	b	11	16	36	b	18	27				

GAME THE FIFTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	w	22	18	19	w	25	22	37	w	9	5
2	b	11	15	20	b	7	11	38	b	19	24
3	w	18	11	21	w	24	20	39	w	5	1
4	b	8	15	22	b	15	24	40	b	11	16
5	w	21	17	23	w	28	19	41	w	20	11
6	b	4	8	24	b	10	14	42	b	7	16
7	w	17	13	25	w	17	10	43	w	1	5
8	b	8	11	26	b	6	24	44	b	16	20
9	w	25	22	27	w	13	6	45	w	5	9
10	b	9	14	28	b	1	10	46	b	24	27
11	w	29	25	29	w	22	17	&c		dr'wn	
12	b	5	9	30	b	24	28				
13	w	23	19	31	w	17	13				
14	b	14	17	32	b	3	7				
15	w	27	23	33	w	13	9				
16	b	17	21	34	b	16	19				
17	w	22	17	35	w	23	16				
18	b	11	16	36	b	12	19				

GAME THE SIXTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	w	22	18	19	w	24	19	37	w	27	23
2	b	11	15	20	b	15	24	38	b	16	20
3	w	18	11	21	w	28	19	39	w	31	27
4	b	8	15	22	b	6	10	40	b	6	9
5	w	25	22	23	w	22	17	41	w	18	15
6	b	4	8	24	b	13	22	42	b	9	18
7	w	29	25	25	w	26	17	43	w	23	14
8	b	8	11	26	b	11	15	44	b	12	16
9	w	23	18	27	w	32	28	45	w	19	12
10	b	9	13	28	b	15	24	46	b	10	19
11	w	18	14	29	w	28	19	47	w	12	8
12	b	10	17	30	b	1	6	&c		dr'wn	
13	w	21	14	31	w	30	26				
14	b	6	10	32	b	3	8				
15	w	25	21	33	w	26	23				
16	b	10	17	34	b	8	11				
17	w	21	14	35	w	23	18				
18	b	2	6	36	b	11	16				

GAME THE SEVENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	w	22	18	19	w	23	18	37	w	29	22
2	B	11	15	20	B	11	16	38	B	14	18
3	w	18	11	21	w	27	23	39	w	23	14
4	B	8	15	22	B	16	20	40	B	6	10
5	w	21	17	23	w	32	27	41	w	15	6
6	B	4	8	24	B	10	14	42	B	2	25
7	w	17	13	25	w	17	10	43	w	19	15
8	B	8	11	26	B	7	14	44	B	25	30
9	w	23	19	27	w	18	9	45	w	27	23
10	B	9	14	28	B	5	14	46	B	20	27
11	w	25	21	29	w	13	9	47	w	31	24
12	B	14	18	30	B	6	13	48	B	30	26
13	w	26	23	31	w	19	15	49	w	23	18
14	B	18	22	32	B	1	6	50	B	26	22
15	w	30	26	33	w	24	19	51	w	18	14
16	B	15	18	34	B	3	7	52	B	12	16
17	w	26	17	35	w	28	24	53	w	15	11
18	B	18	22	36	B	22	25	&c		dr'wn.	

GAME THE EIGHTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	w	22	18	19	w	27	18				
2	b	11	15	20	b	7	16				
3	w	18	11	21	w	24	20				
4	b	8	15	22	b	16	19				
5	w	21	17	23	w	18	15				
6	b	4	8	24	b	19	23				
7	w	23	19	25	w	15	11				
8	b	8	11	26	b	10	14				
9	w	17	13	27	w	11	8				
10	b	9	14	28	b	22	26				
11	w	25	21	29	w	31	22				
12	b	14	18	30	b	14	17				
13	w	26	23	31	w	21	14				
14	b	18	22	32	b	6	9				
15	w	23	18	33	w	13	6				
16	b	11	16	34	b	1	26				
17	w	18	11	35	w	8	4				
18	b	16	23	&c		dr'wn					

GAME THE NINTH

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22	17	19	W	30	26				
2	B	11	15	20	B	6	9				
3	W	25	22	21	W	19	15				
4	B	8	11	22	B	11	16				
5	W	29	25	23	W	25	21				
6	B	9	13	*24	B	16	19				
7	W	17	14	25	W	23	16				
8	B	10	17	26	B	12	19				
9	W	21	14	27	W	32	28				
10	B	4	8	28	B	1	6				
11	W	24	19	29	W	15	11				
12	B	15	24	30	B	7	16				
13	W	28	19	31	W	14	10				
14	B	11	16	32	B	6	15				
15	W	22	18	33	W	18	11				
16	B	16	20	34	B	2	6				
17	W	26	22	35	W	7	10				
18	B	8	11	&c		loses.					

* By this move Black loses the game.

GAME THE TENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	15	24				
2	W	22	17	20	W	28	19				
3	B	8	11	21	B	7	11				
4	W	25	22	22	W	22	18				
5	B	9	13	23	B	13	22				
6	W	23	18	24	W	18	9				
7	B	6	9	25	B	6	13				
8	W	27	23	26	W	25	18				
9	B	9	14	27	B	3	8				
10	W	18	9	28	W	18	14				
11	B	5	14	29	B	10	17				
12	W	30	25	30	W	21	14				
13	B	1	6	31	B	11	16				
14	W	24	19	32	W	14	9				
15	B	15	24	33	B	2	7				
16	W	28	19	34	W	9	6				
17	B	11	15	35	B	7	10				
18	W	32	28	&c		dr'wn					

GAME THE ELEVENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	4	8				
2	W	22	17	20	W	24	19				
3	B	8	11	21	B	16	23				
4	W	25	22	22	W	26	19				
5	B	11	16	23	B	8	11				
6	W	23	18	24	W	31	26				
7	B	3	8	25	B	2	7				
8	W	18	11	26	W	26	23				
9	B	8	15	27	B	11	15				
10	W	24	19	28	W	32	28				
11	B	15	24	29	B	15	24				
12	W	27	11	30	W	28	19				
13	B	7	16	31	B	7	11				
14	W	22	18	32	W	30	26				
15	B	9	14	33	B	11	15				
16	W	18	9	34	W	19	16				
17	B	5	14	35	B	12	19				
18	W	28	24	&c		dr'wn					

GAME THE TWELFTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	16	23	37	B	7	11
2	W	22	17	20	W	31	26	38	W	24	20
3	B	8	11	21	B	14	18	39	B	15	24
4	W	25	22	22	W	26	19	40	W	28	19
5	B	11	16	23	B	18	22	41	B	11	15
6	W	23	18	24	W	17	14	42	W	30	25
7	B	15	19	25	B	10	17	43	B	15	24
8	W	24	15	26	W	21	14	44	W	25	18
9	B	10	19	27	B	3	7	45	B	1	6
10	W	17	13	28	W	14	9	46	W	5	1
11	B	9	14	29	B	4	8	47	B	6	13
12	W	18	9	30	W	9	5	&c		dr'wn	
13	B	5	14	31	B	8	11				
14	W	22	17	32	W	32	27				
15	B	7	10	33	B	6	10				
16	W	27	24	34	W	27	23				
17	B	19	23	35	B	11	15				
18	W	26	19	36		13	9				

GAME THE THIRTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	W	22	17	19	W	26	17				
2	B	11	15	20	B	3	8				
3	W	25	22	21	W	32	28				
4	B	9	13	22	B	11	15				
5	W	23	18	23	W	18	11				
6	B	6	9	24	B	8	24				
7	W	18	11	25	W	28	19				
8	B	8	15	26	B	4	8				
9	W	27	23	27	W	17	13				
10	B	9	14	28	B	2	6				
11	W	30	25	29	W	25	22				
12	B	5	9	30	B	8	11				
13	W	24	19	31	W	31	26				
14	B	15	24	32	B	11	16				
15	W	28	19	33	W	22	17				
16	B	7	11	34	B	14	18				
17	W	22	18	35	W	23	7				
18	B	13	22	&c		dr'wn					

GAME THE FOURTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	9	13				
2	W	22	17	20	W	32	28				
3	B	8	11	21	B	1	6				
4	W	17	13	22	W	21	17				
5	B	4	8	23	B	14	21				
6	W	23	19	24	W	23	14				
7	B	15	18	25	B	10	26				
8	W	24	20	26	W	19	1				
9	B	11	15	27	B	13	17				
10	W	28	24	28	W	30	23				
11	B	8	11	29	B	21	30				
12	W	26	23	30	W	1	6				
13	B	9	14	31	B	3	8				
14	W	31	26	32	W	6	2				
15	B	6	9	33	B	7	10				
16	W	13	6	34	W	23	19				
17	B	2	9	35	B	10	14				
18	W	26	22	&c		dr'wn					

GAME THE FIFTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	8	22				
2	W	22	17	20	W	30	25				
3	B	15	18	21	B	9	18				
4	W	23	14	22	W	27	23				
5	B	9	18	23	B	18	27				
6	W	17	14	24	W	25	18				
7	B	10	17	25	B	5	9				
8	W	21	14	26	W	32	23				
9	B	8	11	27	B	4	8				
10	W	24	20	28	W	29	25				
11	B	6	9	29	B	12	16				
12	W	26	23	30	W	19	3				
13	B	3	8	31	B	2	6				
14	W	23	19	32	W	3	10				
15	B	18	22	33	B	6	29				
16	W	25	18	&c		dr'wn					
17	B	11	16								
18	W	20	11								

GAME THE SIXTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	w	22	18	19	w	21	17				
2	b	11	16	20	b	1	6				
3	w	25	22	21	w	17	13				
4	b	10	14	22	b	3	7				
5	w	29	25	23	w	28	24				
6	b	16	20	24	b	12	16				
7	w	24	19	25	w	26	23				
8	b	8	11	26	b	8	12				
9	w	19	15	27	w	23	19				
10	b	4	8	28	b	16	23				
11	w	22	17	29	w	31	26				
*12	b	7	10	30	b	7	10				
13	w	25	22	31	w	26	19				
14	b	10	19	32	b	11	16				
15	w	17	10	33	w	18	11				
16	b	6	15	34	b	16	23				
17	w	23	7	35	w	27	18				
18	b	2	11	&c		loses.					

By this move Black loses the game.

GAME THE SEVENTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	w	22	18	19	w	23	16	37	w	23	18
2	b	11	16	20	b	14	23	38	b	15	19
3	w	25	22	21	w	27	18	39	w	18	14
4	b	10	14	22	b	20	27	40	b	19	23
5	w	29	25	23	w	31	24	41	w	22	18
6	b	8	11	24	b	11	27	42	b	13	17
7	w	24	19	25	w	32	23	43	w	18	15
8	b	16	20	26	b	7	10	44	b	23	26
9	w	19	15	27	w	15	11	45	w	30	23
10	b	4	8	28	b	8	15	46	b	21	30
11	w	22	17	29	w	18	11	47	w	14	10
12	b	12	16	30	b	10	15	48	b	30	26
13	w	17	10	31	w	21	17	49	w	23	19
14	b	7	14	32	b	3	7	50	b	26	23
15	w	26	22	33	w	11	2	51	w	19	16
16	b	2	7	34	b	9	13	52	b	23	18
17	w	28	24	35	w	2	9	53	w	16	11
18	b	16	19	36	b	5	21	&c		d1'wn	

GAME THE EIGHTEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	4	8	37	B	6	9
2	W	22	17	20	W	25	22	38	W	32	23
3	B	9	13	21	B	8	11	39	B	9	27
4	W	17	14	22	W	22	18	&c.	W	loses.	
5	B	10	17	23	B	11	16				
6	W	21	14	24	W	27	23				
7	B	8	11	25	B	16	20				
8	W	24	19	26	W	31	27				
9	B	15	24	27	B	13	17				
10	W	28	19	28	W	30	26				
11	B	11	16	29	B	1	6				
12	W	25	21	*30	W	18	15				
13	B	6	9	31	B	20	24				
14	W	29	25	22	W	27	20				
15	B	9	18	33	B	7	10				
16	W	23	14	34	W	14	7				
17	B	16	23	35	B	2	27				
18	W	26	19	36	W	21	14				

* 30 Here the game is lost by White

GAME THE NINETEENTH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	15	19	B	4	8	37	B	7	11
2	W	22	17	20	W	25	22	38	W	15	8
3	B	9	13	21	B	8	11	39	B	3	19
4	W	17	14	22	W	22	18	40	W	27	23
5	B	10	17	23	B	11	16	41	B	18	27
6	W	21	14	24	W	27	23	&c		dr'wn	
7	B	8	11	25	B	16	20				
8	W	24	19	26	W	31	27				
9	B	15	24	27	B	13	17				
10	W	28	19	28	W	30	26				
11	B	11	16	29	B	1	6				
12	W	25	21	30	W	19	16				
13	B	6	9	31	B	12	19				
14	W	29	25	32	W	23	16				
15	B	9	18	33	B	6	9				
16	W	23	14	34	W	18	15				
17	B	16	23	35	B	9	18				
18	W	26	19	36	W	21	14				

GAME THE TWENTIETH.

N	C	F	T	N	C	F	T	N	C	F	T
1	B	11	16	19	B	7	14				
2	W	22	18	20	W	32	27				
3	B	16	19	21	B	3	7				
4	W	23	16	22	W	27	24				
5	B	12	19	23	B	7	10				
6	W	24	15	24	W	24	15				
7	B	10	19	25	B	10	19				
8	W	25	22	26	W	31	27				
9	B	9	14	27	B	8	11				
10	W	18	9	28	W	29	25				
11	B	5	14	29	B	6	10				
12	W	22	17	30	W	27	23				
13	B	7	10	31	B	11	16				
14	W	27	24	32	W	25	22				
15	B	2	7	33	B	10	15				
16	W	24	15	34	W	22	17				
17	B	10	19	35	B	15	18				
18	W	17	10	&c		dr'wn					

Critical situation to draw Games.

It is recommended to the student to place the men in the following situations, and endeavour to find out the moves without the book.

First.

On No. 3, 4 black kings: on No. 15 a white king, and white to move.

w 15, 11 b 3, 8 w 11, 7 b 8, 12 w 7, 11 &c.

Second.

No. 5 a black man, 9 a black king; 7 a white king, and white to move.

w 7, 10 b 9, 13 w 10, 14 b 13, 9 w 14, 10 &c.

Third.

No. 3, 4, 12 black kings; 10, 11 white kings, and black to move.

b 3, 8 w 10, 15 b 8, 3 w 15, 19 b 12, 8
w 19, 15 &c.

Fourth.

No. 13 a black man, 14, 15 black kings; 22, 23 white kings, and black to move.

b 14, 17 w 23, 26 b 15 0 w 22, 25
b 17, 21 w 25, 29 b 10, 14 w 28, 30
b 14, 17 w 22, 1[illegible] n 17, 14 &c.

Fifth.

No. 16, 19 black kings, 28 a black man; 27, 32 white kings, and white to play

w 27, 24 b 18, 15 w 24, 20 b 15, 11
w 20, 24 b 19, 23 w 24, 20 &c.

Sixth.

No. 21 a black man; 22, 23, 24 black kings; 30 a white man, 31, 32 white kings, and black to move.

b 24, 28 w 31, 27 b 23, 19 w 27, 31
b 19, 24 w 32, 27 b 24, 20 w 27, 32
b 22, 18 w 31, 27 b 18, 15 w 27, 31
b 15, 19 w 31, 27 &c.

Critical Situations to win Games.

First.

No. 21 a black man, 25 a black king; 26, 27 [illegible] kings, and either to move.

b 28, 29 w 27, 23 b 29, 25 w 26, 18
b 25, 29 w 18, 22 b 21, 25 w 26, 30

Second.

No. 1, 2 black kings; 10, 11 white kings; 5 a white man, and either to play.

w 10, 14 b 2, 6 w 14, 17 b 6, 2
w 17, 13 b 9, 6 w 11, 16 b 6, 2
w 16, 19 b 2, 6 w 19, 23 b 6, 2
w 13, 9 b 1, 6 w 23, 18 b 6, 13
w 18, 14 b 13, 9 w 14, 10 &c.

Set the men as before.

b 2, 6 w 11, 15 b 6, 9 w 15, 13
b 9, 6 w 10, 14 b 6, 9 w 14, 17
b 9, 13 w 18, 22 b 13, 9 w 17, 13
b 9, 6 w 22, 18 b 6, 2 w 13, 9
b 1, 6 w 18, 14 b 6, 13 w 5, 1

Third.

No. 1 2 black kings, 3 a black man; 9, 10, 11 white kings, 12 a white man, and black to play.

b 1, 5 w 9, 13 b 5, 1 w 11, 15
b 2, 6 w 10, 14 b 6, 2 w 17, 9
b 1, 6 w 9, 5 b 6, 1 w 15, 11
b 2, 6 w 11, 7 b 3, 10 w 5, 9

Fourth.

No. 5 a white king, 21 a white man; 6, 10 black kings, black being to move, may win thus:

b 6, 1 w 5, 9 b 10, 15 w 9,
b 15, 18 w 5, 9 b 1, 5 w 9, 6
b 18, 15 w 21, 17 b 5, 1 w 6, 9
b 15, 18 w 9, 5 b 18, 22 w 17,
b 1, 6 w 5, 1 b 6, 2 w 14, 10
b 22, 18 w 1, 5 b 18, 14

Place the men as before.

b 6, 1 w 5, 9 b 10, 15 w 21, 17
b 15, 18 w 17, 13 b 18, 15 w 9, 14
b 1, 5 w 14, 17 b 15, 10 w 17, 22
b 10, 14 w 22, 25 b 5, 1 w 25, 22

b 1, 6 w 22, 25 b 6, 10 w 25, 39
b 10, 15 w 30, 25 b 15, 18 &c.

Fifth.

No. 1 a white king, 30 a white man, 9, 10 black kings, and black being to play, may win.

b 9, 6 w 1, 5 b 6, 1 w 5, 9
b 1, 5 w 9, 13 b 10, 14 w 13, 9
b 14, 18 w 9, 6 b 18, 15 w 30, 25
b 15, 18 w 25, 21 b 5, 1 w 6, 9
b 18, 22 w 9, 5 b 1, 6 w 5, 1
b 6, 9 w 1, 5 b 9, 14 w 5, 1
b 22, 18 w 1, 5 b 18, 15 w 5, 1
b 15, 10 w 1, 5 b 10, 6 w 5, 1
b 14, 10 w 1, 5

Now black has the fourth situation, and must consequently win.

Sixth.

No. 22, 27 white kings, 18 a white man: 5 a black king, 20, 21 black men, and white being to play, may win.

w 18, 14 b 5, 1 w 14, 9 b 1, 5
w 22, 17 b 5, 14 w 17, 10 b 21, 25
w 10, 15 b 25, 30 w 15, 19 b 30, 25
w 27, 32 b 25, 22 w 19, 24 b 20, 27
w 32, 23

Seventh.

No. 6, 24 black kings; 14, 15, 23 white kings, and either to move, white may win.

w 18, 15 b 6, 1 w 14, 9 b 24, 28
w 23, 19 b 1, 5 w 9, 6 b 28, 32
w 1, 24 b 5, 1 w 24, 19 &c

Eighth.

No. 1, 12, 16 black men, 13 a black king; 5, 6, 10 white men, 11 a white king, and black to play.

b 13, 9 w 11, 20 b 9, 2 w 20, 24
b 12, 16 w 24, 27 b 16, 19 w 27, 32
b 19, 24 w 32, 28 b 2, 6 w 28, 19
b 6, 24

SITUATIONS FOR STROKES.

First.

On No. 17 a black man, on No. 30 a black king; 18, 27 white kings, and white to play.

w 18, 22 b 17, 26 w 27, 31

Second.

No. 17, 27 white kings, 18 a black man, 29, 30 black kings, and white to play.

w 17, 22 b 18, 25 w 27, 23

Third.

No. 18, 19 white kings, 28 a white man; 31, 32 black kings, 20 a black man, and white to move.

w 19, 24 b 20, 27 w 18, 22

Fourth.

No. 9, 11, 21 black men, 29 a black king; 18, 24, 26, 30 white men, and white to move.

w 18, 14 b 9, 18 w 26, 22 b 18, 25
w 24, 19

Fifth.

No. 12, 21 black men, 27, 31 black kings; 20, 30 white men. 15, 18 white kings, and white to move.

w 30, 26 b 31, 22 w 18, 25 b 21, 30
w 20, 16 b 12, 19 w 15, 31

Sixth.

No. 7, 23 black kings, 9, 13 black men: 8, 21, 27 white men, 17 a white king, and white to move.

w 22, 18 b 13, 22 w 8, 6 b 23, 14
w 3, 26

Seventh.

No. 2 13, 14 black men, 24 a black king; 15, 22 white kings, 19, 21 white men, and white to move.

w 21, 17 b 14, 21 w 15, 18 b 24, 15
w 18, 11.

Eighth.

No. 1, 6, 9 black men, 18 a black king; 7 a white king, 13, 15 white men, and white to play.

w 15, 10 b 6, 15 w 13, 6 b 1, 10
w 7, 23

Ninth.

No. 6, 7 white kings, 9 a white man; 5 a black man 14, 15 black kings, and white to play.

w 7, 10 b 14, 7 w 6, 2 b 5, 14
w 2, 9

Tenth.

No. 2, 6, 8, 22 black men; 15, 27, 30, 32 white men and white to play.

w 15, 11 b 8, 15 w 30, 26 b 22, 31
w 32, 28 b 31, 24 w 28, 1

Eleventh.

No. 6, 26 white men, 22 a white king; 7, 15 black kings, 21 a black man, and white to play.

w 22, 25 b 21, 30 w 6, 2 b 30, 23
w 2, 27

Twelfth.

No. 2 a black man, 27, 31 black kings; 10 a white man, 14, 19 white kings, and white to move.

w 10, 7 b 2, 11 w 19, 15 b 11, 18
w 14, 32

Thirteenth.

No. 3, 13 black men, 25, 26 black kings; 11 a white man, 15, 16 white kings, and white to move.

w 11, 7 b 3, 19 w 16, 21

Fourteenth.

No. 3 a black man, 26, 27 black kings; 11 a white man, 15, 16 white kings, and white to move.

w 11, 8 b 3, 19 w 15, 22

Fifteenth.

N. 1, 3, 5 black men, 25 a black king; 10, 14 17 white men, 13 a white king, and white to move.

w 10, 6 b 1, 10 w 14, 7 b 3, 10
w 17, 14 b 10, 17 w 13, 29 &c.

Sixteenth.

No. 1, 6, 7, 10, 12, 14, 15 black men; 19, 20, 21, 22 23, 26, 30 white men, and white to move.

w 20, 16 b 15, 24 w 22, 18 b 12, 19
w 18, 2

Seventeenth.

No. 2, 3, 16, 23 black men, 14 a black king; 1 l white kings, 9, 29, 31 white men, and black to move

b 23, 27 w 31, 24 b 16, 19 w 24 15
b 14, 10 w 15, 6 b 3, 7 w 29, 25
b 7, 10 w 25, 22 b 12, 14

Eighteenth.

No. 10, 13, 17 black men, 27 a black king; 19, 22, 26, 30 white men, and white to play.

w 26, 23 b 17, 26 w 19, 16 b 27, 18
w 30, 7

Nineteenth.

No. 1, 6, 10, 19, 20 black men; 13, 15, 27, 28, 31 white men, and white to play.

w 13, 9 b 6, 13 w 15, 6 b 1, 10
w 27, 24 b 20, 27 w 31, 6

Twentieth.

No. 1, 3, 5, 6, 7, 12, 20, 21 black men; 14, 15, 19, 23, 26, 27, 30 white men, and white to play.

w 19, 16 b 21, 30 w 14, 10 b 7, 14
w 27, 2 b 12, 19 w 23, 16 b 30, 23

Twenty-first.

No. 3, 6, 10, 13, 14, 17, 19 black men; 7, 20, 21, 22, 26 30 white men, and black to move.

b 19, 23 w 26, 19 b 17, 26 w 30, 23
b 14, 18 w 23, 14 b 10, 17 w 21, 14
b 3, 17

Twenty-second.

No. 2, 7, 10, 11, 12, 13, 14, 21 black men; 9, 20, 22, 23, 26, 30, 31, 32 white men, and white to move.

w 20, 16 b 11, 20 w 19, 15 b 10, 19
w 23, 16 b 12, 19 w 22, 17 b 13, 22
w 26, 3

Twenty-third.

No. 3, 5, 8, 10, 11, 15, 16, 22 black men, 17, 18, 20, 27, 28, 29, 31, 32 white men, and white to move.

w 31, 26 b 22, 31 w 18, 14 b 31, 24
w 14, 7 b 3, 10 w 28, 3

Twenty fourth.

No. 5, 12 black men, 14, 29, 32 black kings; 8, 9, 30 31 white men; 15 a white king, and white to move.

w 31, 27 b 32, 23 w 30, 25 b 29, 22
w 15, 10 b 14, 7 w 8, 3 b 5, 14
w 9 9

THE GAME OF HAZARD.

Any number of persons may play at this game. He who takes the box and dice throws a main, *i. e.* a chance for the company, which must exceed four, and not be more than nine, otherwise it is no main; he consequently must keep throwing till he produce five, six, seven, eight, or nine; this done, he must throw his own chance, which may be any above three, and not exceeding ten; if he should throw two aces or trois ace, (commonly termed crabs) he loses his stakes, let the company's chance, which we call the main, be what it may. If the main should be seven, and seven or eleven is thrown immediately after, it is called a nick, and the caster (the present player) wins out his stakes. If eight be the main, and eight or twelve should be thrown directly after, it is also termed a nick, and the caster wins his stakes. The caster throwing any other number for the main, such as are admitted, and brings the same number immediately afterward, it is a nick, and he gains whatever stakes he has made. Every three successive mains the caster wins he pays to the box, or furnisher of the dice, the usual fee.

The meaning of a stake or bet at this game differs from any other. If any one chooses to lay some money with the thrower or caster, he must place his cash upon the table, within a circle destined for that purpose; when he has done this, if the caster agrees to it, he knocks the box upon the table at the person's money with whom he intends to bet, or mentions at whose money he throws, which is sufficient, and he becomes responsible for whatever sum is down, unless the staker calls to cover; in which case the caster is obliged to stake also, else the bets are void. The person who bets with the thrower may bar any throw which the caster may be going to cast, on condition neither of the dice is seen; but if one die should be discovered, the caster

must throw the other to it, unless the throw is barred in proper time.

TABLE OF THE ODDS.

If seven is the main and four the chance, it is two to one against the thrower.

6 to 4 is 5 to 3
5 to 4 is 4 to 3
7 to 9 is 3 to 2
7 to 6 { 3 to 2, barring two trois. / 6 to 5, with the two trois.
7 to 5 is 3 to 2
6 to 5 { even, barring two trois. / 5 to 4, with two trois.
8 to 5 { even, barring two fours. / 5 to 4, with two fours.
9 to 5 is even.
9 to 4 is 4 to 3.

The nick of seven is seven to two, sometimes laid ten to three.

The nick of six and eight is five to one.

It is absolutely necessary to be a perfect master of these odds, so as to have them as quick as thought, for the purpose of playing a prudent game, and to make use of them by way of ensuring bets, in what is termed hedging, in case the chance happens to be not a likely one; for a good calculator secures himself, by taking the odds, and often stands part of his bet to a certainty. For instance, if seven is the main, and four the chance, and he has five dollars depending on the main, by taking six dollars to three, he must either win two dollars or one; and on the other hand, if he does not like his chance, by laying the odds against himself he must save in proportion to the bet he has made.

Additional Calculations on Hazard.

If 8 and 6 are main and chance, it is nearly 11 to 12 that either one or the other is thrown off in two throws.

If 5 and 7, or 9 and 7, are main and chance, the probability that they will be thrown in two throws, is near 11 to 12.

If 5 and 8, or 9 and 8, or 5 and 6, or 9 and 6, are

main and chance, the probability of throwing one of them in two throws is as 7 to 9 exactly.

And if 7 and 4, or 7 and 10, are main and chance, the probability that they will be thrown out in two throws is also as 7 to 9.

If 7 and 8, or 7 and 6, are main and chance, you may lay 15 to 14 that one of them is thrown in two throws.

But if 5 and 4, or 5 and 10, or 9 and 4, or 9 and 10 are main and chance, he that engages to throw either main or chance in three throws has the worst of the lay; for it is very near as 21 to 23.

If the main be 7, the gain of the setter is about one and one-third per cent.

If the main be 6 or 8, the gain of the setter is about two and a half per cent.

If the main be 5 or 9, the gain of the setter is about one and a half per cent.

But should any person be resolved to set up on the first main that is thrown, his chance is about one and seven-eighths per cent.

Hence the probability of a main to the probability of no main, is as 27 to 28, or very nearly.

If a person should undertake to throw a six or an ace with two dice in one throw, he ought to lay 5 to 4.

Another table displaying the odds against winning any number of events successively; equally applicable to Hazard, Faro, Rouge et Noir, Billiards, or other games of chance.

1. It is an even bet that the player loses the first time
2. That he does not win twice together, is 3 to 1
Three successive times . . . . . 7 to 1
Four ditto . . . . . 15 to 1
Five ditto . . . . . 31 to 1

and in that proportion to any number, doubling the odds every time with the addition of one for the stake.

THIRTY-ONE

Is a very simple agreeable game. It is played with an entire pack of cards, and by any number of persons under 17. Each player puts an equal stake into the pool; three cards are dealt to each, and a spare hand in the middle of the table, which is turned up. The object of the game is to get thirty-one, or as near it as possible, reckoning as follows: the ace stands for 11, each of the honors for 10, and the other cards for the number of spots on them respectively; thus ace, king, and 6 of any one suit reckon 27: ace, with two honours, or 1 honour and the ten, for thirty-one; an honour, a ten, and a five, for 25; and so on: but observe that all the three cards must be of one suit; and three cards of equal value, as three kings, tens, fives, twos, or aces, are better than 30, but inferior to 31. Each player in turn, beginning at the elder hand, exchanges one of his cards for one out of the spare hand; and this goes on till some one has got thirty-one, or stops changing. When any one gets game, or 31, he shews his hand, and takes the pool, which finishes the game. If one stops without being 31, the other players can change once more only, or till it comes to the turn of the person who stopt, and then all show their hands, and he who is nearest to 31 gets the pool. In the event of two or more being equal, the elder hand has the preference, only that three aces, kings, &c., rank preferably to three queens, or lower cards.

Another mode is as follows:—Instead of depositing a stake, each player has two or three counters; and when all stop, the person who is lowest puts one of his counters in the pool; and he who has one or two left, after all the other players have paid in their three, is winner, and takes the whole, as in the following game of Snip, Snap, Snorem. When two or more happen to be equally low, they each pay a counter.

THE GAME OF CHESS.

THIS Game is played on a board the same as that used in draughts or chequers, containing sixty-four squares. The board must be so placed that each player will have a white square at his right hand. The squares are named from the pieces, viz. that on which the king is placed is called the king's square, and that on which the king's pawn is placed, the king's second square, that before the pawn the king's third square, and the next the king's fourth, and so of all the pieces of each side. Each player has eight pieces and eight pawns, which are thus placed; the white king on the fourth square from the right hand, which is black, and the queen on the fifth, which is white, the black king on the fifth square from the right hand on the other side the board, directly opposite the white king, and the queen on the fourth, opposite the white queen; each queen being on a square of her own colour. The bishops, one on the third and one on the sixth square of each side; the knights on the second and seventh, and the rooks on the first and eighth, or corner squares; the pawns on the lines of squares immediately in front of the pieces of each side. The pieces and pawns before the king, and on his side the board, are called the king's pawn, king's bishop, king's bishop's pawn, &c.; those before the queen, and on her side, are called the queen's pawn, queen's bishop, queen's bishop's pawn, &c.

The white queen being on the *left* of her king, and the black queen on the *right* of hers, players should accustom themselves to play with either colour.

The pawns move *forward* only; they may move one or two squares the first move, but afterward only one, the pawns can only take by moving *angularly* forward.

The knights move obliquely three squares at a time, vaulting over any piece which may be in their way, from black to white, and from white to black; a move

which may be better learnt from the games hereafter stated, than from description.

The bishops move angularly, forward or backward, on the colour on which they are originally placed.

The rooks move in straight lines, forward, backward, or sidewise.

The queen has the moves of the bishop and of the rook.

The king moves in every direction, but one square only at a time, *except in castling*. He may castle once in the game, which is done by placing the rook with which he castles, on the square next to the king, and then placing the king on the square next the other side of the rook.

The queen, rooks, and bishops, move the whole extent of the board, unless impeded by some other piece or pawn.

The player is not compelled, as at draughts, to take any piece offered him, but may refuse if he thinks proper. When any piece is captured, it is removed from the board, and the capturing piece placed in the same square.

When the king is exposed to the attack of any of the adversary's pieces or pawns, he is said to be in *check*, and if he is unable to avoid the attack, by taking the attacking piece, interposing one of his own, or retiring out of check, he is *check-mated*, and his adversary wins the game.

When the pieces and pawns on each side are so much reduced, or so situated, that neither party can check-mate the other's king, the game is *drawn*.

When a player has no piece or pawn which he can move, except his king, and his king not being in check, is yet so situated that he cannot move without going into check, he is *stale-mated*. Phillidore, Hoyle, and many others, say that he who is stale-mate *wins the game*; but Sarratt, in his work, published in London, 1808, states, that "in Italy, France, Germany, &c., and by all Italian players of eminence, stale-mate is considered a *drawn game*;" and gives this as an established law.

Laws of the Game.

1. If the board, or pieces, be improperly placed, the mistake cannot be rectified after four moves on each side are played.

2. When a player has touched a piece, he must move it, unless it is only to replace it; when he must say, "*J'adoube*," or *I replace*.

3. When a player has quitted a piece, he cannot recall the move.

4. If a player touch one of his adversary's pieces, without saying *J'adoube*, he may be compelled to take it, or if it cannot be taken to move his king.

5. When a pawn is moved two steps, it may be taken by any adversary's pawn which it passes, and the capturing pawn must be placed in that square over which the other leaps.

6. The king cannot castle if he has before moved if he is in check, if in castling he passes a check, or if the rook has moved.

7. Whenever a player checks his adversary's king, he must say *Check*, otherwise the adversary need not notice the check. If the player should, on the next move, attack the queen or any other piece, and then say *check*, his adversary may replace his last move, and defend his king.

8. When a pawn reaches the first row of the adversary's side, it may be made a queen, or any other piece the player chooses.

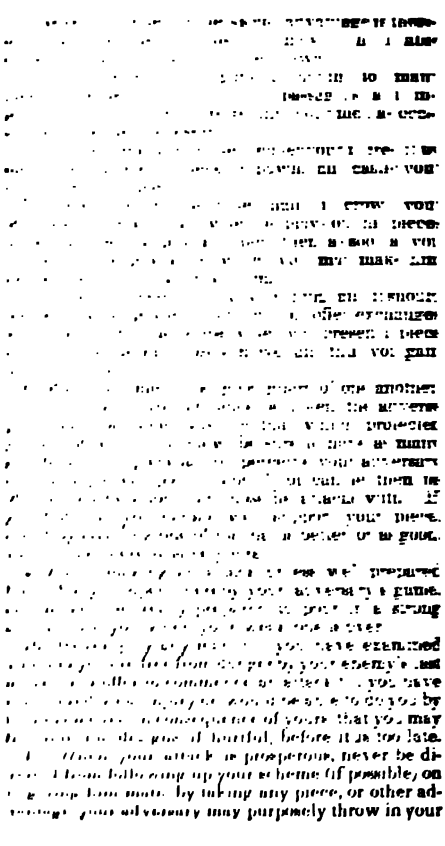
9. If a false move is made, and is not discovered until the next move is completed, it cannot be recalled.

10. The king cannot be moved into check, nor within one square of the adverse king, nor can any player move a piece or pawn that leaves his king in check

Mr. Hoyle's General Rules for the Game of Chess.

1. Before you stir your pieces, you ought to move your pawns, and afterward bring out your pieces to support them. Therefore, in order to open your game well, the king's, the queen's, and the bishop's pawns should be first played.

2. You are not, therefore, to play out any of your pieces in the early part of your game, because you thereby lose moves, in case your adversary should have it in his power by playing a pawn upon them, to make them retire, which also opens his game at the same time; more particularly avoid playing your queen out, until your game is tolerably well opened.



advantage your adversary may purposely throw in your

way, with this intention, that by your taking that bait he might gain a move that would make your design prove abortive.

12. When you are pursuing a well-conceived attack but judge it necessary to force your way through your adversary's defence with the loss of a few pieces; if, upon reckoning as many moves forward as you can, you see a prospect of success, rush on boldly, and sacrifice a piece or two to achieve your object: these bold attempts make the finest games.

13. Never let your queen so stand before your king, as that your adversary, by bringing a rook or a bishop, might check your king, if she was not there, for you hardly have a chance to save her.

14. Let not your adversary's knight (particularly if duly guarded) come to check your king and queen, or your king and rook, or your queen and rook, or your two rooks at the same time: for in the first two cases, the king being compelled to go out of check, the queen or the rook must be lost: and in the last two cases, a rook must be lost, at best, for a worst piece.

15. Be careful that no guarded pawn of your adversary's fork two of your pieces.

16. When the kings have castled on different sides of the board, the enemy must advance upon the other king the pawns he has on that side of the board, taking care to bring up his pieces, especially his queen and rooks, to support them; and the king that has castled is not to stir his three pawns till compelled to it.

17. Endeavour to have a move as it were in ambuscade, in playing the game: that is, place the queen, bishop, or rook, behind a pawn, or a piece, in such a way, as that upon playing that pawn, or piece, you discover a check upon your adversary's king, and thus get a piece, or some other advantage by it.

18. Never protect an inferior piece with a better, if you can do it with a pawn, because that better piece may in such a case be, as it were, out of play; on the same account, you ought not to guard a pawn with a piece, if you have it in your power to guard it with a pawn.

19. A pawn passed, and well supported, frequently costs the adversary a piece. And if you play to win the game only, whenever you have gained a pawn, or

any other advantage, and are not in danger of losing the move thereby, make as frequent exchanges of pieces as possible.

20. If you have three pawns each upon the board and no piece, and you have one of your pawns on one side of the board, and the other two on the opposite, and your adversary's three pawns also are opposite to your two, march with your king as soon as possible, to take his pawns; and if he tries with his king to protect them, go on to queen with your single pawn. and if he goes to prevent it, take his pawns, and push the others to queen.

21. Toward the end of a game, each party having only three or four pawns on opposite sides of the board, the kings should endeavour to gain the move, in order to win the game. For instance, if you bring your king opposed to your adversary's king, with only one square between you, you will have gained the move.

22. When your adversary has his king and one pawn on the board, and you have your king only, you cannot lose that game, if you can bring your king to be opposite to your adversary's when he is directly either before or on one side of his pawn, and there is only one square between the kings.

23. When your adversary has a bishop and one pawn on the rook's line, and bishop is not of the colour that commands the square his pawn is going to, and you have only king, if you can get into that corner, that game cannot be lost, but may be won by a stale.

24. When the game is to your disadvantage, having only your queen left in play, and your king is in the position of stale-mate, keep giving check to your adversary's king, taking especial care not to check him where he can interpose any of his pieces that make the stale; you will at last force him, by so doing, to take your queen, and then you conquer by being in a stale-mate. (*See p.* 208.)

25. Never cover a check with a piece that a pawn pushed upon it may take, for fear of only getting that pawn for it.

26 Always be careful that your adversary's king has a move: therefore do not crowd him up with your pieces, for fear you inadvertently give stale-mate

Explanatory Observations on some of the preceding Rules.

1. Whether it is the open or the close game you play be sure bring out all your pieces into play before you commence the assault; for if you do not, and your adversary does, you will attack or be attacked always disadvantageously; this is so decided, that you had better forego a benefit than deviate from it, and no one will ever play well at this game, who does not put this rule strictly in practice. It must not be concluded that these preparatory moves are useless, because you receive not an immediate success from them; they are equally important as it is at Whist to deal thirteen cards round before play. With a view of bringing out your pieces properly, push on your pawns first, and support them with your pieces, and you will receive this advantage from it, that your game will not be choked. By this I mean, that all your pieces will be at liberty to play and assist each other, and thus co-operate towards completing your purpose; and this may be farther observed, that, either in your attack or defence, you bring them out so as not to be driven back again.

2. When you have brought out your pieces, which you will have done very well, if you have your choice on which side to castle, (which I would always recommend to do) you should then stop and consider tho roughly your own and your adversary's game, and from his situation, and noticing where he is weakest, you should not only make your decision where to castle, but also where to begin your attack; and it is certainly clear you cannot do it in a better place than where you are strongest, and your adversary weakest. By this mode, it is very probable that you will be able to break through your adversary's game, in which contest some pieces must of course be exchanged. But now rest awhile, and survey both games attentively, and do not let your impetuosity hurry you away with this first success; and my advice to you in this critical juncture (especially if you still find your enemy pretty strong) is to rally your men again, and put them in good order for a second or third attack, if requisite, still keeping your men close and well connected together, so as to be of use to each other: for want of this method, and

a little coolness. I have often known an almost sure victory snatched out of a player's hands, and a total overthrow the consequence. But if, after all, you cannot penetrate so far as to win the game, nevertheless, by observing these rules, you may still be sure of having a well-disposed game.

3. And now that I am arrived at the last period of the game, which abounds also with difficulties and niceties, it must be remarked, where your pawns are strongest, most united together, and nearest to queen, you must likewise bear in mind how your adversary's pawns are disposed, and their degree of preferment, and compare these things together; and if you find you can get to queen before him, you must proceed without hesitation; if not, you must hasten on with your king to prevent him. I speak now, as supposing the noblemen to be gone: if not, they are to attend your pawns, and likewise to hinder your adversary from going to queen.

Some other General Rules.

1. Do not be over cautious about losing a rook for an inferior piece: although a rook is better than any other, except the queen, yet it does not often come into play, so as to operate, until the end of the game; and therefore it often turns out that it is better to have a less good piece in play than a better out.

2. When you have moved a piece, so that your adversary drives you away with a pawn, you may be sure (generally speaking) that it is a bad move, your enemy gaining that double advantage over you of advancing himself, and making you retire: I think this merits attention; for although between equal and good players the first move may not be much, yet the loss of one or two more, after the first, makes the game almost irretrievable. Also, if you defend and can recover the move, or the attack, (for they both go together,) you are in a fair way of winning.

3. If you make such a move as that, having liberty to play again, you can make nothing of it, take it for granted, it is an exceeding bad one; for in this nice game every move is important.

4. If your game is such, that you have scarcely any thing to play, it is your own fault, either for having

brought out your pieces wrong, or, which is worse, not at all; for had they been brought out right, you must have sufficient variety to play.

5. Do not be too cautious of doubling a pawn; three pawns together are strong,but four,that make a square, with the help of other pieces, well managed, create an invincible strength, and in time of need may probably produce you a queen: on the other hand, two pawns, with an interval between, are no better than one; and if, carelessly, you should have three over each other in a line, your game cannot be in a worse plight: examine this on the table, and the truth will be self-evident. You are therefore to keep your pawns closely cemented and well connected together: and it must be great strength on your adversary's side that can overpower them.

6. When a piece is so attacked as that you cannot save it, give it up, and bestow your thoughts how to annoy your enemy elsewhere, while he is taking it: for it frequently occurs, that while your adversary is running madly after a piece, you either get a pawn or two, or such a situation as ends in his discomfiture.

7. Supposing your queen and another piece are attacked at the same time, and by removing your queen, you must lose your piece: in this situation, if you can get two pieces in exchange for your queen, you should rather do it than retire; for it is the difference of three pieces, which is more than the value of a queen; besides that, you keep your game entire, and preserve your situation, which very often is better than a piece; nay, rather than retire, I would give my queen for a piece, and a pawn or two, nay, almost for what I can get; for observe this one thing, among good players, (to convince you this advice is not bad,) that when the attack and defence is well formed, and every thing prepared for the storm, if he that plays first is obliged by the act of the person that defends to retire, it generally ends in the loss of the game of the attacked side.

8. Do not aim at changing without sufficient reason, 't is so far from being right, that a good player will take this advantage of it, that he will spoil your situation, and of course mend his own; but it is quite right in these following cases; when you are strongest, especially by a piece, then every time you change your

advantage is increasing; this is so plain, it requires no argument. Again, when you have played a piece, and your adversary opposes one to you, change directly, for it is clear he wants to remove you; prevent him, therefore, and do not lose the move.

9. Cast up your game every now and then, make a balance, and then take your measures accordingly.

10. At the conclusion of the game especially, remember your king is a capital piece, and do not let him be idle; it is by his means, generally, you get the move and the victory.

11. Notice this also, that as the queen, rook, and bishop, operate at a distance, it may not always be necessary in your attack to have them near your adversary's king; they do better at a distance, cannot be driven away, and prevent a stale-mate.

12. When a piece presents that you can take, and that cannot escape you, avoid being in too great a hurry; see that there is not a better move elsewhere and take it at your leisure.

13. To take your adversary's pawn with your king is not always right, for it very often turns out to be a safeguard and protection to your king.

14. If you can take a man with different pieces, do it not hastily with the first that occurs, but consider thoroughly with which you had best take it.

SELECT GAMES AT CHESS.

THE FIRST GAME;

Beginning with white. Illustrated by observations on the most material moves; and two back games; one commencing at the 12th, and the second at the 37th move.

1 White. The king's pawn two steps
Black. The same.
2. W The king's bishop at his queen's bishop's 4th square.
B The same.
3. W The queen's bishop's pawn one move
B The king's knight at his bishop's 3d square

4. W The queen's pawn two moves. *a*
   B The pawn takes it.
5. W The pawn retakes the pawn. *b*
   B The king's bishop at his queen's knight's third square. *c*
6. The queen's knight at his bishop's 3d square.
   B The king castles.
7. W The king's knight at his king's 2d square. *d*
   B The queen's bishop's pawn one move.
8. W The king's bishop at his queen's 3d square. *e*

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a This pawn is played two moves for important reasons; 1st, to hinder the adversary's king's bishop from playing upon your king's bishop's pawn; 2d, to place the strength of your pawns in the middle of the board; of great consequence to achieve the making of a queen.

b When the game is in this situation, viz. one of your pawns at your king's, and another at your queen's 4th square, do not push either of them before your adversary proposes to change one for the other: in such case advance the attacked pawn. Pawns, when sustained in a front line, obstruct very much the adversary's pieces from entering in our game, or taking a desirable post.

c If he gives check with his bishop instead of withdrawing it, you are to cover the check with your bishop, in order to retake his bishop with your knight, in case he takes yours; your knight will then defend your king's pawn, otherwise defenceless. But perhaps he may not choose to take your bishop, because a good player endeavours to retain his king's bishop as long as possible.

d You should not play your knights at your bishop's 3d square before the bishop's pawn has moved two steps, because the motion of the pawn is hindered by the knight.

e Your bishop retires to avoid being attacked by the black queen's pawn, which would force you to take that pawn with yours; and thus decrease the strength of your game, spoiling entirely the project already mentioned, in the 1st and 2d observations.

B The queen's pawn two moves.
9. W The king's pawn one move.
B The king's knight at his king's square.
10. W The queen's bishop at his king's 3d square.
B The king's bishop's pawn one move. *f*
11. W The queen at her 2d square. *g*
B The king's bishop's pawn takes the pawn. *h*
12. W The queen's pawn retakes it.
B The queen's bishop at his king's 3d square. *i*

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f He plays this to give an opening to his king's rook, which cannot be avoided, whether you take his pawn or not.

g If you should take the pawn, in lieu of playing your queen, you would commit a great error, for your royal pawn would then lose its line; whereas if your king's pawn is taken by the adversary, that of your queen supplies the place, and you may sustain it with that of your king's bishop; these two pawns will evidently win the game, because they can now no more be parted without the loss of a piece, or one of them will make a queen, as will be seen in the end. Besides, it is of no little consequence to play your queen in that place, and for two reasons; 1st, to support and defend your king's bishop's pawn; and 2d, to sustain your queen's bishop, which, being taken, would oblige you to retake his bishop with the above-mentioned last pawn; and thus your best pawns would have been otally divided, and the game lost.

h He takes the pawn in order to give an opening to his king's rook.

i He plays this bishop to protect his queen's pawn, with a view afterward to push that of his queen's bishop.

N. B. He might have taken your bishop, but he rather chooses to let you take his, to clear a way for his queen's rook, though his knight's pawn is doubled by it; you are again to take notice, that a double pawn is noway disadvantageous when surrounded by three or four others. However, this is the subject of a back

13. W The king's knight at his king's bishop's fourth square. *k*
B The queen at her king's 2d square.
14. W The queen's bishop takes the black bishop. *l*
B The pawn takes the white queen's bishop.
15. W The king castles with his rook. *m*
B The queen's knight at his queen's 2d square.
16. W The knight takes the black bishop.
B The queen takes the knight.
17. W The king's bishop's pawn two steps.
B The king's knight at his queen's bishop's 2d square
18. W The queen's rook at its king's place.
B The king's knight's pawn one move. *n*
19. W The king's rook's pawn one move. *o*
B The queen's pawn one move.
20. W The knight at his king's 4th square.

---

game, beginning from this 12th move; the black bishop there taking your bishop, shows, that playing well on both sides it makes no alteration in the case. The king's pawn, together with the queen's, or the king's pawn, well played, and well supported, must certainly win the game.

k Your king's pawn not being in danger, your knight attacks his bishop, in order to take or have it removed.

l It is always unsafe to let the adversary's king's bishop batter the line of your king's bishop's pawn; and as it is likewise the most dangerous piece to form an attack, it is not only necessary to attack him at times by your queen's bishop, but you must get rid of that piece as soon as a convenient opportunity presents

m Castle on the king's side, with a view to strengthen and protect your king's bishop's pawn, which advance two steps as soon as your king's pawn is attacked.

n He is forced to play this pawn, to deter you from pushing your king's bishop's pawn upon his queen.

o This move is played to concentrate all your pawns together, and push them afterward with vigour.

B The king's rook's pawn one move. *p*
21. W The queen's knight's pawn one move.
B The queen's rook's pawn one move.
22. W The king's knight's pawn two steps.
B The king's knight at his queen's 4th square.
23. W The knight at his king's knight's 3d square. *q*
B The king's knight at the white king's 3d square. *r*
24. W The queen's rook takes the knight.
B The pawn takes the rook.
25. W The queen takes the pawn.
B The queen's rook takes the pawn of the opposite rook.
26. W The rook at his king's place. *s*
B The queen takes the white queen's knight's pawn.
27. W The queen at her king's 4th square.
B The queen at her king's 3d square. *t*
28. W The king's bishop's pawn one move.
B The pawn takes it.
29. The pawn takes again. *u*
B The queen at her 4th square. *x*

---

p He plays this pawn to hinder your knight from entering in his game, and forcing his queen to remove; else your pawns would have an open way.

q You should play this knight in order to push your king's bishop's pawn next: it will be then strengthened by three pieces, the bishop, the rook, and the knight.

r He plays this knight to subvert your scheme by breaking the strength of your pawns, by pushing his king's knight's pawn; but baulk his design by changing your rook for his knight.

s Play your rook to protect your king's pawn, which else would remain in the lurch when you push your king's bishop's pawn.

t The queen returns to prevent the check-mate.

u You would run the risk of losing the game, were you not to take with your pawn.

x He offers to change queens in order to frustrate your plan of giving him check-mate with your queen and bishop.

30. W The queen takes the queen.
B The pawn takes the queen.
31. W The bishop takes the pawn in his way.
B The knight at his 3d square.
32. W The king's bishop's pawn one move. *y*
B The queen's rook at the white queen's knight's 2d square.
33. W The bishop at his queen's 3d square.
B The king at his bishop's 2d square.
34. W The bishop at the black king's bishop's fourth square.
B The knight at the white queen's bishop's fourth square.
35. W The knight at the black king's rook's 4th square.
B The king's rook gives check.
36. W The bishop covers the check.
B The knight at the white queen's 2d square.
37. W The king's pawn gives check.
B The king at his knight's 3d square. *z*
38. W The king's bishop's pawn one move.
B The rook at its king's bishop's square.
39. W The knight gives check at the 4th square of his king's bishop.
B The king at his knight's 2d square.
40. W The bishop at the black king's rook's 4th square.
B Plays any where, the white pushes to queen.

FIRST BACK GAME;

From the twelfth move.

12. W The queen's pawn retakes it.
B The king's bishop takes the white queen's bishop
13 W The queen takes the bishop.
B The queen's bishop at his king's 3d square.

---

y When your bishop runs upon white, put your pawn always upon black, because then your bishop serves to drive away your adversary's king or rook when between your pawns; and vice versa, when your bishop runs black, then have your pawns upon white

z As his king may retire to his bishop's square, the second back game will inform you how to act in this case.

14. The king's knight at his king's bishop's 4th square
B The queen at her king's 2d square.
15. W The knight takes the bishop.
B The queen takes the knight.
16. W The king castles with his rook.
B The queen's knight at his queen's 2d square.
17. W The king's bishop's pawn two moves.
B The king's knight's pawn one move.
18. W The king's rook's pawn one move.
B The king's knight at his 2d square.
19. W The king's knight's pawn two steps.
B The queen's bishop's pawn one move.
20. W The knight at his king's 2d square.
B The queen's pawn one move.
21. W The queen at her 2d square.
B The queen's knight at his third square.
22. W The knight at his king's knight's 3d square
B The queen's knight at his queen's 4th square.
23. W The queen's rook at its king's square.
B The queen's knight at the white king's 3d square
24. W The rook takes the knight.
B The pawn takes the rook.
25. W The queen takes the pawn.
B The queen takes the white queen's rook's pawn
26. W The king's bishop's pawn one move.
B The queen takes the pawn.
27. W The king's bishop's pawn one move.
B The knight at his king's square.
28. The king's knight's pawn one move.
B The queen at the white queen's 4th square.
29. W The queen takes the queen.
B The pawn takes the queen.
30. W The king's pawn one move.
B The knight at his queen's 3d square.
31. W The knight at his king's 4th square.
B The knight at his king's bishop's 4th square.
32. W The rook takes the knight.
B The pawn takes the rook.
33. W The knight at the black queen's 3d square.
B The king's bishop's pawn one move any where, the game being lost.
34. The king's pawn one move.
B The king's rook at its queen's knight's square.
35. W The bishop gives check.

B The king retires, having but one place.
36. W The knight gives check.
B The king removes.
37. W The knight at the black queen's square discovering check.
B The king moves where he can.
38. W The king's pawn making a queen, give check-mate at the same time.

SECOND BACK GAME.

Commencing from the thirty-seventh move.

37. W The king's pawn gives check.
B The king at his bishop's square.
38. W The rook at its queen's rook's square.
B The rook gives check at the white queen's knight's square.
39 W The rook takes the rook.
B The knight retakes the rook.
40. W The king at his rook's 2d square
B The knight at the white queen's bishop's 3d square.
41. W The knight at the king's bishop's 4th square.
B The knight at the white king's 4th square.
42. W The knight takes the pawn.
B The rook at its king's knight's 4th square.
43 W The king's pawn one move, and gives check.
B The king at his bishop's 2d square.
44. W The bishop gives check at the black king's 3d square.
B The king takes the bishop.
45. W The king's pawn makes a queen, and wins the game.

GAME THE SECOND.

Commencing with the black; wherein is seen that playing the king's knight, the second move, is wrong play, because it gives the advantage of the attack to the adversary. The learner will see by these three different back games, that a good attack keeps the adversary always embarrassed.

1. B The king's pawn two steps
W The same.

2. B The king's knight at his bishop's 3d square.
   W The queen's pawn one move.
3. B The king's bishop at the queen's bishop's 4th square.
   W The king's bishop's pawn two moves. *a*
4. B The queen's pawn one move.
   W The queen's bishop's pawn one move.
5. B The king's pawn takes the pawn. *b*
   W The queen's bishop retakes the pawn.
6. B The queen's bishop at the white king's knight' 4th square.
   W The king's knight at his bishop's 3d square.
7. B The queen's knight at his queen's 2d square
   W The queen's pawn one move.

---

a Had your adversary played any thing else, this was still your best move, it being highly advantageous to change your king's bishop s pawn for his royal pawn, because your king and queen's pawns place themselves in the middle of the chess board, and are thus enabled to stop all the progress of your adversary's pieces; besides this, you gain the attack by his having played his king's knight at the second move. You have also another advantage by losing your king's bishop's pawn for his king's pawn; viz. when you do castle with your king's rook, the same rook finds itself instantly free and fit for action. This will be made clear by the first back game, the third move.

b Observe, if he refuses taking your pawn, leave it exposed in the same situation and place; unless he should choose to castle with his king's rock, in such case you must undoubtedly push that pawn forwards, in order to attack his king with all the pawns of your right wing. The effect will be best understood by a second back game, beginning from this fifth move. Take notice again, as a general rule, not easily to push on the pawns either of your right or left wings before your adversary's king has castled, otherwise he will retire where your pawns are less strong or less advanced.

c If he takes your knight, you must take his with your pawn, which being joined to his increases their strength.

8. B The bishop retires.
   W The king's bishop at his queen's 3d square. *d*
9. B The queen at her king's 2d square.
   W The same.
10. B The king castles with his rook. *e*
    W The queen's knight at his queen's 2d square.
11. B The king's knight at his rook's 4th square. *f*
    W The queen at her king's 3d square.
12. B The king's knight takes the bishop. *g*
    W The queen retakes the knight.
13. B The queen's bishop takes the knight. *h*
    W The pawn retakes the bishop.

---

d This is the best square your king's bishop can choose, except the fourth of his queen's bishop, particularly when you have the attack, and it is not in your adversary's power to hinder that bishop from playing on his king's bishop's pawn.

e Had he castled on his queen's side, then it would have been your game to castle on your king's side, that you might attack him more conveniently with your pawns on the left. Be cautious in pushing your pawns forward till they are well sustained both by one another, and also by your pieces. The form of this attack at your left will be best understood by a third back game, commencing from this tenth move.

f He plays this knight to make room for his king's bishop's pawn, in order to advance it two steps, and thus to break the chain of your pawns.

g Had he pushed his king's bishop's pawn instead of taking your bishop, in that case you must have attacked his queen with your queen's bishop, and pushed your king's rook's pawn the next move upon his bishop, to force him to take your knight: in which case your best game is to retake his bishop with your pawn, in order to support your royal pawn, and replace it in case it be taken.

h If he did not take your knight, his bishop would remain imprisoned by your pawns, or he would lose at least three moves to set him at liberty

14. B The king's bishop's pawn two moves.
W The queen at her king's knight's 3d square.
15. B The pawn takes the pawn.
W The bishop's pawn retakes it.
16. B The king's rook at its king's bishop's 3d square. *i*
W The king's rook's pawn two steps. *k*
17. B The queen's rook at its king's bishop's square
W The king castles with his queen's rook.
18 B The queen's bishop's pawn two steps.
W The king's pawn one step. *l*

---

i He plays this rook either with an intention to double it, or to remove your queen.

k You push this pawn two steps to give your queen more room, who, being attacked, can retire behind this pawn, and then remain, menacing her adversary's king's rook's pawn. Your pawn advancing afterward will become dangerous to your adversary's king.

l This move is most difficult to comprehend as well as to explain. You are to observe, when you find yourself with a chain of pawns succeeding one another upon one and the same coloured squares, the pawn who has the van must not be abandoned, but should strive to keep his post Here again observe, that your king's pawn being not in the line of his comrades, your adversary has pushed his queen's bishop's pawn two steps, for two reasons The first, to engage you to push that of your queen forwards, which, in this case, would be always stopped by that of his queen, and thus leaving behind that of your king, would render it totally useless. The second is, to hinder your king's bishop from attering his king's rook's pawn: it is best, therefore, o push your king's pawn upon his rook, and lose it; because then your adversary, by taking it, opens a free passage to your queen's pawn, which you are to advance immediately, and support, in case of need, with your other pawns, with a view to make a queen with it, or draw some other valuable advantage to win the game. His queen's pawn (now become his king's) apparently has the same advantage of having no opposition from your pawns to make a queen: the difference, however,

9. B The queen's pawn takes the pawn.
W The queen's pawn one move.
20. B The bishop at his queen's bishop's 2d square.
W The knight at his king's 4th square. *m*
21. B The king's rook at the white king's bishop's 3d square.
W The queen at her king's knight's 2d square.
22. B The queen at her king's bishop's 2d square. *n*
W The knight at the black king's knight's 4th square.
23. B The queen gives check.
W The king at his queen's knight's square.
24. B The rook takes the bishop. *o*
W The rook retakes the rook.
25. B The queen at her king's bishop's 4th square.
W The queen at her king's 4th square. *p*

---

is great, because his pawn being entirely parted from his comrades will always be in danger in his road, by a multitude of your pieces all waging war against it.

m In order to stop his king's pawn, it became necessary to play that knight: the more, because this very pawn, in its present situation, blocks up the passage of his own bishop, and even of his knight.

n He plays his queen to give check next: but if he had played his king's rook's pawn to frustrate the attack of your knight, you must then have attacked his bishop and his queen with your queen's pawn; hence he would have been forced to take your pawn, and you should have retaken his bishop with your knight, which he could not have taken with his queen, because she would have been lost by a discovered check with your bishop.

o He takes your king's bishop; in the first place, to save his king's rook's pawn, and because your bishop proves more inconvenient to him than any other of your pieces; and secondly, to put his queen upon the rook that covers your king.

p Having the advantage of a rook against a bishop at the end of a game, it is your interest to change

26. B The queen takes the queen.
W The knight takes the queen.
27. B The rook at the white king's bishop's 1st square.
W The knight at the black king's knight's 4th square.
28. B The queen's bishop's pawn one move.
W The queen's rook at her king's knight's 3d square.
29. B The knight at his queen's bishop's 4th square.
W The knight at the black king's 3d square.
30. B The knight takes the knight.
W The pawn retakes the knight.
31. B The rook at its king's bishop's 3d square.
W The king's rook at its queen's square.
32. B The rook takes the pawn
W The king's rook at the black queen's 2d square, and must win the game. γ

FIRST BACK GAME.

From the third move.

3. B The queen's pawn two steps.
W The king's bishop's pawn two steps.
4. B The queen's pawn takes the pawn. α
W The king's bishop's pawn takes the pawn.
5. B The king's knight at the white king's knight's 4th square.
W The queen's pawn one step.

---

queens: because his queen being at present troublesome in the post where he just played it, you compel him to change, which he cannot avoid, if he will save his being check mate.

γ Any thing he could have played could not hinder you from doubling your rooks, unless he had sacrificed his bishop, or let you make a queen with your pawn; thus he loses the game all ways.

α If he had taken your king's bishop's pawn in lieu of this, you must have pushed your king's pawn upon his knight, and his pawn you must afterward have retaken with your queen's bishop.

5. B The king's bishop's pawn two steps.
W The king's bishop at his queen's bishop's 4th square.
7. B The queen's bishop's pawn two steps.
W The queen's bishop's pawn one step.
8. B The queen's knight at his bishop's 2d square.
W The king's knight at his king's 2d square.
9. B The king's rook's pawn two steps. *b*
W The king's rook's pawn one move.
10. B The king's knight at his rook's 3d square.
W The king castles.
11. B The king's knight at his rook's 4th square.
W The bishop gives check.
12. B The bishop covers the check.
W The bishop takes the black bishop.
13. B The queen takes the bishop.
W The queen's pawn one move.
14. B The queen's bishop's pawn one move. *c*
W The queen's knight's pawn two moves.
15. B The queen's bishop's pawn takes it by passing by.
W The rook's pawn retakes the pawn.
16. B The queen's knight's pawn one move.
W The queen's bishop at his king's 3d square.
17 B The bishop at his king's 2d square.
W The king's knight at his king's bishop's 4th square. *d*

---

b He pushes this pawn two steps, avoiding having a double pawn upon his king's rook's line, which by pushing your king's rook's pawn upon his knight, he had no chance of escape, and you taking it afterward with your queen's bishop, would have given him a bad game.

c He plays in this manner to cut the communication of your pawns: but you escape it by pushing immediately your queen's knight's pawn upon his knight, which retreat forces your adversary to take the pawn by the way. This joins your pawns again, and makes them invincible.

d This knight gives the mortal blow to this game, because he has at present all your adversary's pieces in some measure locked up, till you can prepare the check mate.

18. B The king's knight at his own square.
W The king's knight at the black king's knight's 3d square.
19. B The king's rook at his second square.
W The king's pawn one move.
20. The queen at her knight's second square.
W The queen's pawn one move.
21. B The king's bishop at his 3d square.
W The king's rook takes the pawn.
22. B The king castles.
W The king's rook takes the black queen's knight.
23. B The queen's pawn takes the rook.
W The queen's rook takes the pawn.
24. B. The queen's rook's pawn one move.
W The rook gives check.
25. B The king retires.
W The rook at the black queen's bishop's 2d square
26. B The queen at her knight's 4th square.
W The queen's knight at his rook's 4th square.
27. B The queen at her king's bishop's 4th square.
W The queen's knight at her bishop's 4th square.
28. B The queen takes the knight.
W The bishop gives check.
29. B The king retires where he can.
W The knight gives check-mate.

SECOND BACK GAME.

From the fifth move.

5. B The king castles.
W The king's bishop's pawn one move.
6. B The queen's pawn one move.
W The queen at her king's bishop's 3d square.
7. B The queen's pawn takes the pawn.
W The queen's pawn retakes the pawn.
8. B The queen's rook's pawn two moves.
W The king's knight's pawn two moves.
9. B The queen at her 3d square.
W The king's knight's pawn one move.
10. B The king's knight at his king's square.
W The king's bishop at his queen's bishop's 4th square.
11. B The queen's bishop's pawn one move.

W The queen at the black king's rook's 4th square.
12. B The queen's knight's pawn two steps.
W The king's knight's pawn one move.
13. B The king's rook's pawn one move.
W The bishop takes the king's bishop's pawn, and gives check.
14. B The king at the rook's square.
W The queen's bishop takes the black king's rook's pawn.
15. B The king's knight at his bishop's 3d square.
W The queen being at her king's rook's 5th square, wins the game on removing the bishop.

THIRD BACK GAME.

From the tenth move.

10. B The bishop castles on his queen's side.
W The king castles on his own side.
11. B The king's rook's pawn one move.
W The queen's knight at his queen's 2d square.
12. B The king's knight's pawn two steps.
W The queen's bishop at his king's 3d square.
13. B The queen's rook at its king's knight's square.
W The queen's knight's pawn two steps.
14. B The king's rook's pawn one move.
W The queen's rook's pawn two moves. a
15. B The bishop takes the knight.
W The queen takes the bishop
16. B The king's knight's pawn one move.
W The queen at her king's 2d square.
17. B The queen's bishop's pawn one step.
W The queen's rook's pawn one step.
18. B The bishop at his queen's bishop's 2d square.

---

a When the king is behind two or three pawns, and the adversary falls upon them in order to attack your king, you must avoid pushing any of those pawns till forced; as it would have been very indifferent policy to have pushed your king's rook's pawn upon his bishop, because he would then have got the attack by taking your knight with his bishop, and would have got an opening upon your king by pushing his king's knight's pawn, which would have lost you the game

W The queen's bishop's pawn one move.
19. B The king's rook's pawn one move.
W The king's rook at its queen's knight's square.
20. B The king's rook at its 4th square.
W The queen's bishop's pawn one move
21. B The queen's pawn one move.
W The king's pawn one move.
22. B The king's knight at his king's square
W The queen's knight's pawn one move.
23. B The pawn takes the pawn.
W The king's rook retakes the pawn.
24. B The queen's rook's pawn one move.
W The king's rook at its queen's knight's 4th square
25. B The king's bishop's pawn one move.
W The king's bishop takes the queen's rook's pawn
26. B The pawn takes the bishop.
W The queen takes the pawn and gives check.
27. B The king retires.
W The queen gives check.
28. B The knight covers the check.
W The queen's rook's pawn one move.
29. B The king at his queen's 2d square.
W The queen takes the queen's pawn and gives check
30. B The king retires.
W The queen's rook's pawn one move, and by different ways wins the game.

CUNNINGHAM'S GAMBIT.

The inventor of this thought it a sure game; but, three pawns well conducted, for the loss of a bishop only, will win the game, both sides playing well. There are two back games; one from the seventh, and the other from the eleventh move.

1. W The king's pawn two moves.
B The same.
2. W The king's bishop's pawn two moves.
B The king's pawn takes the pawn.
3. W The king's knight at his bishop's 3d square.
B The king's bishop at his king's 2d square.
4. W The king's bishop at his queen's bishop's 4th square.

B The king's bishop gives check
5 W The king's knight's pawn one move.
B The pawn takes the pawn
6. W The king castles.
B The pawn takes the rook's pawn and gives check.
7. W The king at his rook's square.
B The king's bishop at his 3d square. *a*
8. W The king's pawn one move.
B The queen's pawn two steps.
9. W The queen's pawn takes the bishop. *b*
B The king's knight takes the pawn.
10. W The king's bishop at his queen's knight's 3d square.
B The queen's bishop at his king's 3d square.
11. W The queen's pawn one move. *c*
B The king's rook's pawn one move. *d*
12 W The queen's bishop at his king's bishop's 4th square.
B The queen's bishop's pawn two steps.
13. W The queen's bishop takes the pawn next to his king.
B The queen's knight at his bishop's 3d square.

---

a If, instead of playing this bishop at his third square, he had played it at his king's second square, you had won the game in a few moves, which is made out by the first back game.

b Without sacrificing this bishop, he could not win the game; but, losing it for three pawns, he becomes your conqueror; which three pawns (provided he doth not be too eager in pushing forwards, and that they be always well sustained by his pieces) will get the game in spite of your best defence.

c If you had pushed this pawn two steps, you had given to his knights a free entry to your game, which would have soon lost it. But, to make this more demonstrable, see a second back game for this eleventh move.

d This move is of great importance, because it prevents you from attacking his king's knight with your queen's bishop, which would have enabled you to separate his pawns by giving one of your rooks for one o his knights.

14. W The queen's knight at his queen's 2d square.
B The king's knight at the white king's knight's 4th square. *e*
15. W The queen at her king's 2d square. *f*
B The knight takes the bishop.
16. W The queen takes the knight.
B The queen at her knight's square. *g*
17. W The queen takes the queen. *h*
B The rook takes the queen.
18. W The queen's rook at its king's square.
B The king at his queen's 2d square.
19. W The king's knight gives check.
B The knight takes the knight.
20. W The queen's rook takes the knight
B The king at his queen's 3d square.
21. W The king's rook at its king's square.
B The queen's knight's pawn two steps.
22. W The queen's bishop's pawn one step.
B The queen's rook at its king's square.
23. W The queen's rook's pawn two steps.

---

e He plays this knight to take your queen's bishop, which would turn out very incommodious to him, in case he should castle on his queen's side. Observe, as a general rule, that if the strength of your game consists in pawns, the best way is to take the adversary's bishops, because they can stop the advancing of the pawns, much better than the rooks.

f Being unable to save your bishop without doing worse, play your queen to take his place again when taken; for if you had played it at your king's bishop's fourth square to frustrate the check of his knight, he would have pushed his king's knight's pawn upon your said bishop, and thus won the game immediately.

g If he had played his queen any where else, she would have been cramped; he therefore offers to change, that in case you refuse, he may place her at her third square, where she would be extremely well posted.

If you did not take his queen, your game would be still worse.

B The queen's rook's pawn one step.
24. W The knight at his king's bishop's 3d square.
B The king's knight's pawn two steps.
25. W The king at his knight's 2d square.
B The king's bishop's pawn one move. *i*
26. W The queen's rook at its king's 2d square.
B The king's rook's pawn one step.
27. W The queen's rook's pawn takes the pawn.
B. The pawn retakes the pawn.
28. W The king's rook at its queen's rook's square
B The queen's rook at her home. *k*
29. W The king's rook returns to its king's square.
B The bishop at his queen's 2d square.
30. W The queen's pawn one move.
B The queen's bishop's pawn one move.
31. W The bishop at his queen's bishop's 2d square
B The king's rook's pawn one move. *l*
32 W The king's rook at his home.
B The king's rook at its 4th square. *m*
33. W The queen's knight's pawn one move.
B The queen's rook at its king's rook's square.
34. W The queen's knight's pawn one move.
B The king's knight's pawn one move.

---

i If you had pushed this pawn two steps, you had got his queen's pawn, taking it with your bishop. This would have given you much the advantage of the game.

k Always strive to prevent the adversary doubling his rooks, especially where there is an opening in the game.

l He plays this pawn to push afterward that of his king's knight upon your knight, with a view to drive it from his post; but if he had pushed his knight's pawn before he played this, you must have posted your knight at your king's rook's fourth square, and have arrested the progress of all his pawns.

m If instead of playing this he had given check with his rook's pawn, it would have been bad play, and entirely against the instruction given in the observation marked *a* in the first game.

37 W The knight at his queen's 2d square.
B The king's rook at its king's knight's 4th square
38 W The king's rook at its king's bishop's square.
B The king's knight's pawn one move.
39 W The rook takes the pawn and gives check.
B The king at his queen's bishop's 2d square.
40 W The king's rook at the black king's knight's 3d square.
B The king's rook's pawn gives check.
40 W The king at his knight's square.
B The king's knight's pawn one move.
40 W The rook takes the rook.
B The rook's pawn gives check.
41 W The king takes the knight's pawn.
B The rook's pawn makes a queen and gives check.
42 W The king at his bishop's 2d square
B The rook gives check at its king's bishop's 2d square.
43 W The king at his 3d square.
B The queen gives check at the white king's rook's 3d square.
44 W The knight covers the check, having no other way
B The queen takes the knight, and afterward the rook, and gives mate in two moves after.

FIRST BACK GAME.

From the seventh move of the Gambit.

7 W The king at his rook's square.
B The bishop at his king's 2d square.
8 W The king's bishop takes the pawn and gives check.
B The king takes the bishop.
9 W The king's knight at the black king's 4th square, giving double check.
B The king at his 3d square, any where else he loses his queen.
10 W The queen gives check at her king's knight's 4th square.
B The king takes the knight.
11 W The queen gives check at the black king's bishop's 4th square
B The king at his queen's 3d square.

12. W The queen gives check-mate at the black queen's 4th square.

SEQUEL TO THIS FIRST BACK GAME,

In case the adversary refuses taking your bishop with his king, at the eighth move of this first back game.

8. W The king's bishop takes the pawn and gives check.
B The king at his bishop's square.
9 W The king's knight at his black king's 4th square.
B The king's knight at his king's bishop's 3d square.
10. W The king's bishop at his queen's knight's 3d square.
B The king at her queen's square.
11. W The king's knight at the black king's bishop 2d square.
B. The rook at her knight's square
12. W The king's pawn one move.
B The queen's pawn two moves.
13. W The pawn takes the knight.
B The pawn retakes the pawn.
14. W The bishop takes the pawn.
B The queen's bishop at the white king's knight s 4th square.
15. W The queen at her king's square.
B The queen's bishop at her king's rook s 4th square.
16. W The queen's pawn two steps.
B The bishop takes the knight.
17. W The queen's bishop gives check.
B The rook covers the check.
18. W The knight at his queen's bishop's 3d square
B The bishop takes the bishop.
19. W The knight retakes the bishop.
B The queen at her queen's bishop's 2d square.
20. W The knight takes the bishop
B The queen takes the knight
21. W The queen takes the queen.
B The king takes the queen.
22 W The bishop takes the rook, and with the superiority of a rook. easily wins the game.

SECOND BACK GAME.

From the eleventh move of Cunningham's Gambit.

11. W The queen's pawn two moves.
B The king's knight at the white king's 4th square.
12. W The queen's bishop at his king's bishop's 4th square.
B The king's bishop's pawn two moves.
13. W The queen's knight at his queen's 2d square. *a*
B The queen at her king's 2d square.
14. W The queen's bishop's pawn two moves.
B The queen's bishop's pawn one move. *b*
15. W The pawn takes the pawn.
B The pawn retakes the pawn.
16. W The queen's rook at its bishop's square.
B The queen's knight at his bishop's 3d square.
17. W The queen's knight takes the knight.
B The king's bishop's pawn retakes the knight
18. W The knight takes the black pawn next to his king.
B The king castles with his rook.
19. W The queen at her 2d square.
B The king's rook's pawn one step
20. W The queen's rook at the black queen's bishop's 4th square.

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a This knight is played to induce your adversary to take it; but if he did, he would play very ill; because a knight thus placed, and sustained by two pawns, while you have no pawn left to push up to remove it, that knight is at least worth a rook, and becomes so inconvenient, that you will be forced to take it, and in this case your adversary reunites his two pawns, one of which will probably either make a queen, or cost you a piece to prevent the same.

b If he had taken your pawn, his game would have been very much weakened, because his knight had then been propped up by one pawn instead of two; besides, he would have been forced to withdraw his king's knight when attacked in order to save the pawn that sustained it

B The queen's rook at its queen's square.
21. W The king's bishop at his queen's rook's 4th square.
B The king's knight's pawn two steps.
22. W The queen's bishop at his king's 3d square.
B The rook takes the rook.
23. W The knight takes the rook.
B The queen at her 3d square.
24. W The queen at her king's rook's 2d square.
B The king at his knight's 2d square.
25. W The queen takes the queen.
B The rook retakes the queen.
26. W The queen's rook's pawn one move.
B The king at his knight's 3d square.
27. W The queen's knight's pawn two steps
B The king's rook's pawn one move.
28. W The queen's knight's pawn one move.
B The knight at his king's 2d square.
29. W The rook at the black queen's bishop's 2d square.
B The rook at its queen's 2d square.
30. W The rook takes the rook, if not it will be the same.
B The bishop retakes the rook.
31. W The king at his knight's 2d square.
B The king's rook's pawn one step.
32. W The queen's bishop at his king's bishop's 2d square.
B. The king at his rook's 4th square.
33. W The king's bishop gives check.
B The bishop covers the check.
34. W The bishop takes the bishop.
B The king takes the bishop.
35. W The knight gives check at his king's 3d square.
B The king at the white king's bishop's 4th square.
36. W The king at his rook's 3d square.
B The king at the white king's bishop's 3d square
37. W The knight at his king's knight's 4th square.
B The knight at his king's bishop's 4th square.
38. W The bishop at his king's knight's square.
B The king's pawn one move.
39. W The queen's rook's pawn one move.
B The king's pawn one move.
40. W The bishop at his king's bishop's 2d square.

B The knight takes the queen's pawn, and afterwards wins the game.

Further illustration of Cunningham's Gambit.

1. W The king's pawn two moves.
   B The same.
2. W The king's bishop's pawn two moves.
   B The pawn takes the pawn.
3. W The king's knight at his bishop's 3d square.
   B The king's bishop at his king's 2d square.
4. W The king's bishop at his queen's bishop's 4th square.
   B The bishop gives check.
5. W The king at his bishop's square. *a*
   B The queen's pawn one step.
6. W The queen's pawn two steps.
   B The queen at her king's bishop's 3d square.
7. W The king's pawn one step.
   B The queen's pawn takes the pawn.
8. W The queen's pawn retakes the pawn.
   B The queen at her king's 2d square.
9. W The queen's bishop takes the gambit's pawn.
   B The queen's bishop at the white king's knight's 4th square.
10. W The queen's knight at his bishop's 3d square.
    B The queen's bishop's pawn one step.
11. W The queen's knight at his king's 4th square, must win the game.

THE QUEEN'S GAMBIT.

With six back games.

1. W The queen's pawn two steps.
   B The queen's pawn two steps likewise.
2. W The queen's bishop's pawn two steps.
   B The pawn takes the pawn.

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a Withdrawing your king to his bishop's place, renders it impossible for your adversary to preserve the gambit's pawn, which will be always in your power to take.

3. W The king's pawn two moves. *a*
B The king's pawn two moves. *b*
4. W The queen's pawn one move. *c*
B The king's bishop's pawn two moves. *d*
5. W The queen's knight at his bishop's 3d square.
B The king's knight at his bishop's 3d square.
6. W The king's bishop's pawn one move.
B The king's bishop at his queen's bishop's 4th square.
7. W The queen's knight at his rook's 4th square. *e*
B The bishop takes the knight, near the white king's rook. *f*
8. W The rook takes the bishop.

---

a If, instead of two, you had pushed this pawn but one step, your adversary would have shut up your queen's bishop for half the game at least; the first back game will be the evidence of it.

b He would have lost the game, if, instead of playing this pawn, he had sustained the gambit's pawn. This will be perceived by a second back game. But if he had neither pushed this pawn, nor taken the gambit's pawn, you must have pushed your king's bishop's pawn two steps, and then your game would have been in the best of situations.

c If you had taken his king's pawn, instead of pushing your pawn forward, you had lost the benefit of the attack. This is the subject of a third back game.

d If he had played any thing else, you must have pushed your king's bishop's pawn two steps, and thus have procured your pieces an entire liberty.

e If, instead of playing your knight to take his king's bishop, or make him remove it from that line, you had taken the gambit's pawn, you had lost the game again This is made clear by a fourth back game.

f If, in lieu of taking your knight, he had played his bishop at your queen's fourth square, you must have attacked it with your king's knight, and taken it the next move

B The king castles. g
9. W The knight at his queen's bishop's 3d square.
B The pawn takes the pawn.
10. W The king's bishop takes the gambit's pawn. h
B The pawn takes the white king's bishop's pawn.
11. W The pawn retakes the pawn. i
B The queen's bishop at his king's bishop's 4th square.
12. W The queen's bishop at his king's 3d square.
B The queen's knight at his queen's 2d square.
13. W The queen at her 2d square.
B The queen's knight at his 3d square.
14. W The queen's bishop takes the knight.
B The rook's pawn retakes the bishop.
15. W The king castles on his queen's side.
B The king at his rook's square.
16. W The king's rook at the black king's knight's 4th square.
B The king's knight's pawn one move.
17. W The queen at her king's 3d square.
B The queen at her 3d square.
18. W The knight at his king's 4th square.

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g If he had pushed his queen's knight's pawn two steps in order to sustain his gambit's pawn, instead of castling, it appears by a fifth back game that he had lost; and if, instead of either of these two moves, he had taken your king's pawn, your retaking it would have hindered him from taking yours again with his knight, because he would have lost the game by your giving him check with your queen.

h This particular move demands a sixth back game: because if you had retaken his king's bishop's pawn with your king's bishop's pawn, you again had lost the game.

i In retaking this pawn, you give an opening to your rook upon his king, and this pawn serves likewise for a better guard to your king; it stops also your adversary's knight's course; and although you have at present a pawn less, you have the best of the game by the situation.

B The bishop takes the knight.
19. W The pawn retakes the bishop, and reunites his comrades.
B The king's rook at its king's square.
20. W The king at his queen's knight's square.
B The queen at her bishop's 4th square.
21. W The queen takes the queen.
B The pawn retakes the queen
22. W The queen's rook at its king's square.
B The king at his knight's 2d square.
23. W The king at his queen's bishop's 2d square.
B The king's rook's pawn one move.
24. W The king's rook at his knight's 3d square.
B The knight at his king's rook's 4th square.
25. W The attacked rook saves itself at the queen's knight's 3d square.
B The queen's knight's pawn one move.
26. W The queen's pawn one step, to make an opening for your rook and bishop.
B The pawn takes the pawn.
27. W The king's rook takes the pawn.
B The queen's rook at its queen's square.
28. W The queen's rook at its queen's square.
B The knight at his king's bishop's 3d square.
29. W The king's rook gives check.
B The king at his rook's square.
30. W The bishop at the black queen's 4th square, to prevent the adversary's pawn's advancing.
B The knight takes the bishop.
31. W The rook retakes the knight.
B The king's rook at its bishop's square.
32. W The queen's rook at its queen's 2d square.
B The king's rook at the white king's bishop's 4th square.
33. W The queen's rook at its king's 2d square.
B The queen's pawn one move.
34. W The pawn takes the pawn.
B The queen's rook takes the pawn.
35. W The king's rook at the black king's 2d square.
B The king's knight's pawn one step; if he sustained the pawn, the game was lost
36. W One of the two rooks takes the pawn.
B The rook takes the rook.
37. W The rook retakes the rook.

B The rook gives check at the white king's bishop's 2d square.
38. W The king at his queen's bishop's 3d square
B The rook takes the pawn.
39. W The rook's pawn two steps. *k*
B The king's knight's pawn one step.
40. W The rook's pawn one move.
B The knight's pawn one move.
41. W The rook at its king's square.
B The knight's pawn one move.
42. W The rook at its king's knight's square.
B The rook gives check.
43. W The king at his queen's bishop's 4th square.
B The rook at the white king's knight's 3d square.
44. W The rook's pawn one move.
B The rook at its knight's 2d square.
45. W The king takes the pawn.
B The rook's pawn one move.
46. W The king at the black queen's knight's 3d square.
B The rook's pawn one move.
47. W The rook's pawn one move.
B The rook takes the pawn. *l*
48. W The rook takes the pawn. *m*
B The rook at the king's rook's 2d square.
49. W The pawn two steps.
B The pawn one step.
50. W The rook at its king's rook's 2d square.
B The king at his knight's 2d square.
51. W The pawn one move.
B The king's at his knight 3d square.

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k If, instead of pushing this pawn, you had taken his pawn with your rook, you had lost the game; because your king would have hindered your rook from coming in time to stop the passage of his knight's pawn. This may be seen by playing over the same moves.

l If he did not take your pawn, you must have taken his; and that would have given you the game.

m Thus, if instead of taking his pawn, you had taken his rook, you had lost the game.

52. W The king at the black queen's bishop's 3d square.
B The king at his knight's 4th square.
53. W The pawn one move.
B The king at the white king's knight's 4th square.
54. W The pawn advances.
B The rook takes the pawn, and playing afterward his king upon the rook, it is a drawn game, because his pawn will cost your rook.

FIRST BACK GAME.

From the third move of the Queen's Gambit.

3. W The king's pawn one move.
B The king's bishop's pawn two steps. *a*
4. W The king's bishop takes the pawn.
B The king's pawn one move.
5. W The king's bishop's pawn one move.
B The king's knight at his bishop's 3d square. *b*
6. W The queen's knight at his bishop's 3d square
B The queen's bishop's pawn two steps. *c*
7. W The king's knight at his king's 2d square.
B The queen's knight at his bishop's 3d square.
8. W The king castles.
B The king's knight's pawn two steps. *d*
9. W The queen's pawn takes the pawn. *e*

---

a Moving this pawn must convince you that it had been better to push your king's pawn two steps, because his pawn obstructs the union of your king's and queen's pawns in front.

b He plays his knight to hinder your king's and queen's pawns from uniting.

c This is pushed with the same design.

d He plays this pawn to push that of his king s bishop upon your king's pawn in case of need, which would produce an entire separation of your best pawns.

e If you had advanced your own instead of taking this pawn, the adversary would then have attacked your king's bishop with his queen's knight, forcing you to

B The queen takes the queen.
10. W The rook retakes the queen.
B The king's bishop takes the pawn.
11. W The king's knight at his queen's 4th square.
B The king at his 2d square.
12. W The queen's knight at his rook's 4th square.
B The king's bishop at his queen's 3d square.
13. W The king's knight takes the knight.
B The pawn retakes the knight.
14. W The king's bishop's pawn one step. *f*
B The king's rook's pawn one step.
15. W The queen's bishop at his queen's 2d square.
B The knight at his queen's 4th square.
16. W The king's knight's pawn one step.
B The queen's bishop at his queen's 2d square.
17. W The king at his bishop's 2d square.
B The queen's bishop's pawn one move.
18. W The knight at his queen's bishop's 3d square.
B The queen's bishop at his 3d square.
19. W The knight takes the knight.
B The pawn retakes the knight.
20. W The king's bishop at his king's 2d square.
B The queen's rook at its king's knight's square
21. W The queen's bishop at his 3d square.
B The king's knight's pawn takes the pawn.
22. W The bishop takes the rook. *g*

---

give him check; and in this case, he, playing his king at his bishop's second square, had gained the move upon you, and a very good situation.

f You start this pawn to prevent your adversary from putting three pawns in front, which would have been done by pushing only his king's pawn.

g If his pawn had been retaken with your knight's pawn, he would have pushed his queen's pawn upon your bishop, and afterward would have entered your game with a check of his rook, supported by his queen's bishop; and if you had taken this pawn with your king's pawn, he might have done the same; which would have given him a very good game, because one of his pawns being then passed, (*i. e.*) a pawn that can be no more stopped but by pieces, will inevitably cost a piece, to hinder the making of a queen.

B The pawn takes the king's pawn giving check.
23. W. The king retakes the pawn.
B The rook takes the bishop.
24. W The king's bishop at his 3d square.
B The king at his 3d square.
25. W The king's rook at its queen's second square.
B The queen's pawn gives check.
26. W The king at his bishop's 2d square.
B The queen's bishop at the white king's 4th square.
27. W The queen's rook at its king's square.
B. The king at his queen's 4th square.
28. W The king's rook at its king's 2d square.
B The rook at its king's square.
29. W The king's knight's pawn one move.
B The bishop takes the bishop.
30. W The rook takes the rook.
B The pawn takes the pawn.
31. W The king's rook's pawn one move.
B The queen's bishop's pawn one move.
32. W The king's rook at the black king's rook's square.
B The queen's pawn one move.
33. W The king at his 3d square.
B The king's bishop gives check at his queen's bishop's 4th square.
34 W The king at his bishop's 4th square, having no other place.
B The queen's pawn one move, and wins the game. A

SECOND BACK GAME,

From the third move of the queen's gambit.

3. W The king's pawn two steps.
B The queen's knight's pawn two steps.

A By this game is seen the strength of two bishops against the rooks, especially when the king is placed between two pawns. But if, instead of employing your rooks to wage war against his pawns, you had on the thirty first move played your rook at the black queen's square; on the thirty-second move brought your other rook at your adversary's king's second square; and on the thirty third move sacrificed your first rook for his king's bishop; you had effected a drawn game.

4. W The queen's rook's pawn two steps.
B The queen's bishop's pawn one step.
5. W The queen's knight's pawn one step.
B The gambit's pawn takes the pawn. *a*
6. W The rook's pawn takes the pawn.
B The queen's bishop's pawn takes the pawn
7. W The king's bishop takes the pawn, and gives check.
B The bishop covers the check.
8. W The queen takes the pawn.
B The bishop takes the bishop.
9. W The queen retakes the bishop, and gives check.
B The queen covers the check.
10. W The queen takes the queen.
B The knight retakes the queen.
11. W The king's bishop's pawn two steps.
B The king's pawn one move or step.
12. W The king at his 2d square.
B The king's bishop's pawn two steps. *b*
13. W The king's pawn one move.
B The king's knight at his king's 2d square.
14. W The queen's knight at his bishop's 3d square.
B The king's knight at his queen's 4th square. *c*

---

a It is of the same consequence in the attack of the queen's gambit, to separate the adversary's pawns on that side, as it is in the king's gambit to separate them on the king's side.

b By pushing this pawn two steps, he means to compel you to push forward your king's pawn, in order to cause your queen's pawn, now at the head, to be left behind, and become useless. (See the remarks of the second game.) Nevertheless you must play it; but endeavour afterward with the help of your pieces, to change this your queen's pawn for his king's and thus give a free passage to your own king's pawn.

c Your adversary is forced in his present situation to propose the changing of knights, although by this move he separates his pawns; for if he had played any thing else, you would have taken his rook's pawn, by playing only your knight at the black queen's knight's fourth square

15. W The knight takes the knight
B The pawn retakes the knight.
16. W The queen's bishop at his rook's 3d square.
B The bishop takes the bishop.
17. W The rook takes the bishop.
B The king at his 2d square.
18. W The king at his bishop's 3d square.
B The king's rook at its queen's knight's square.
19. W The knight at his king's 2d square.
B The king at his 3d square.
20. W The king's rook at its queen's rook's square.
B The king's rook at its queen's knight's 2d square.
21. W The queen's rook gives check.
B The knight the check.
22. W The king's rook at the black queen's rook's 4th square.
B The king's knight's pawn one move.
23. W The knight at his queen's bishop's 3d square.
B The queen's rook at its queen's square.
24. W The queen's rook takes the rook's pawn.
B The rook takes the rook.
25. W The rook retakes and must win the game, having a pawn superiority, and a pawn past, which amounts to a piece. *d*

THIRD BACK GAME,

From the fourth move of the Queen's Gambit.

4. W The queen's pawn takes the pawn.
B The queen takes the queen.
5. W The king retakes the queen.
B The queen's bishop at his king's 3d square.
6. W The king's bishop's pawn two steps.
B The king's knight's pawn one step.
7. W The queen's knight at his bishop's 3d square
B The queen's knight at his queen's 2d square.
8. W The king's rook's pawn one move.
B The king's rook's pawn two moves.
9. W The queen's bishop at his king's 3d square.

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d. Thus it appears by this back game, that a pawn, separated from his fellows, will seldom or never succeed.

B The king castles.
10. W The king at his queen's bishop's 2d square.
B The king's bishop at his queen's bishop's 4th square
11. W The bishop takes the bishop.
B The knight retakes the bishop.
12. W The king's knight at his bishop's 3d square.
B The queen's bishop's pawn one step.
13. W The king's knight at the black king's knight's 4th square.
B The queen's knight's pawn two steps.
14. W The king's bishop at his king's 2d square.
B The king's knight at his king's 2d square.
15. W The knight takes the bishop.
B The pawn retakes the knight.
16. W The queen's rook's pawn two steps.
B The queen's knight at the white queen's knight's 4th square.
17. W The queen's rook at its 2d square.
B The queen's rook's pawn one step.
18. W The queen's rook's pawn takes the pawn.
B The queen's rook's pawn retakes the pawn.
19. W The rook gives check.
B The king at his queen's knight's 2d square.
20. W The rook takes the rook.
B The rook retakes the rook.
21. W The rook at its queen's square.
B The queen's knight gives check at the white queen's 4th square.
22. W The king at his queen's knight's square.
B The king at his queen's knight's 3d square.
23. W The king's knight's pawn two steps.
B The pawn takes the pawn.
24. W The pawn retakes the pawn.
B The queen's bishop's pawn one move.
25. W The king's knight's pawn one move.
B The king's knight at his queen's bishop's 3d square.
26. W The bishop at his king's knight's 4th square.
B The queen's knight's pawn one move.
27. W The knight at his king's 2d square.
B The king's knight at his queen's rook's 4th square.
28. W The knight takes the knight.
B The pawn retakes the knight.

29. W The bishop takes the pawn.
B The king at his queen's bishop's 4th qaure.
30. W The king's bishop's pawn one step.
B The queen's pawn one move.
31. W The king's bishop's pawn takes the pawn. a
B The knight at the white queen's knight's 3d square.
32. W The pawn one move.
B The rook at its queen's rook's square, to give check-mate.
33. W The rook takes the pawn.
B The rook gives check.
34. W The king has but one place.
B The rook gives check-mate at its queen's bishop's square.

FOURTH BACK GAME,

From the seventh move of the Queen's Gambit.

7. W The king's bishop takes the gambit's pawn.
B The king's bishop's pawn takes the pawn.
8. W The king's bishop's pawn retakes the pawn.
B The king's knight at the white king's knight's 4th square.
9. W The king's knight at his rook's 3d square.
B The queen gives check.
10. W The king at his queen's 2d square.
B The king's knight at the white king's 3d square.
11. W The queen at her king's 2d square.
B The king's bishop at the white king's knight's 4th square.
12. W The queen at her 3d square.
B The king's knight takes the king's knight's pawn
13. W The king's knight at his home.
B The queen at the white king's square giving check.
14. W The king retires.
B The king's bishop takes the knight, and will easly win the game.

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a He takes this pawn, to make a queen upon the white queen's square, where his bishop supports the pawn

FIFTH BACK GAME,

From the eighth move of the Queen's Gambit.

8. W The rook retakes the bishop.
B The queen's knight's pawn two steps.
9. W The knight at the black queen's bishop's 4th square.
B The king castles.
10. W The queen's rook's pawn two moves.
B The queen's knight at his rook's 3d square.
11. W The knight takes the knight.
B The bishop retakes the knight.
12. W The rook's pawn takes the pawn.
B The bishop retakes the pawn.
13. W The queen's knight's pawn one move.
B The king's bishop's pawn takes the pawn.
14. W The queen's knight's pawn takes the pawn.
B The bishop at his queen's 2d square.
15. W The queen's bishop at the black king's knight's 4th square.
B The pawn takes the pawn.
16. W The pawn retakes the pawn.
B The king at his rook's square.
17. W The king's bishop at his queen's 3d square.
B The king's rook's pawn one move.
18. W The king's rook's pawn two moves.
B The rook's pawn takes the queen's bishop.
19. W The pawn retakes the pawn.
B The knight at his rook's 4th square.
20. W The bishop at the black king's knight's 3d square.
B The knight at the white king's bishop's 4th square.
21. W The queen at her bishop's 2d square.
B The knight takes the bishop to avoid the mate.
22. W The queen retakes the knight.
B The bishop at his king's bishop's 4th square.
23. W The queen gives check.
B The king retires.
24. W The king's knight's pawn one move.
B The bishop takes the pawn.
25. W The queen takes the bishop.
B The queen at her king's bishop's 3d square.
26. W The queen's rook at the black queen's rook's 3d square.

B The queen takes the queen.
27. W The queen's rook retakes the queen.
B The king's rook at its bishop's 3d square.
28. W The king at his 2d square.
B The queen's rook's pawn two steps.
29. W The queen's rook at the black king's 3d square
B The rook's pawn one move.
30. W The rook takes the pawn.
B The rook's pawn one move.
31. W The king's rook at its queen's rook s square.
B The rook's pawn one move.
32. W The rook at its king's 3d square.
B The king's rook at its bishop's 3d square.
33. W The king at his queen's 3d square.
B The rook gives check.
34. W The king at his 4th square.
B The rook takes the rook.
35. W The king retakes the rook
B The rook at its queen's rook's 3d square.
36. W The king at his queen's 4th square.
B The king at his bishop's 2d square.
37. W The king at his queen's bishop's 3d square
B The rook gives check.
38. W The king at his queen's knight s 4th square
B The rook takes the pawn.
39. W The rook takes the pawn.
B The king at his 2d square.
40. W The queen's bishop's pawn one step.
B The king's knight's pawn two steps.
41. W The rook at the black queen's rook's 2d square
B The king at his queen's square.
42. W The king at his black queen s knight's 4th square.
B The knight's pawn one move.
43. W The king at the black queen's bishop's 3d square.
B The rook gives check.
44. W The pawn covers the check.
B The pawn takes the pawn.
45. W The pawn retakes the pawn.
B The king at his home.
46. W The rook at the black king's knight's 2d square.
B The rook at its 3d square.

47. W The king at the black queen's bishop's 2d square, and afterward pushing his pawn, will win the game.

SIXTH BACK GAME,

From the tenth move of the Queen's Gambit

10. W The king's bishop's pawn takes the pawn.
B The knight takes the king's pawn.
11. W The knight retakes the knight.
B The queen gives check.
12. W The knight at his king's knight's 3d square.
B The queen's bishop at the white king's knight's 4th square.
13. W The king's bishop at his king's 2d square. *a*
B The queen takes the rook's pawn.
14. W The king's rook at its bishop's square. *b*
B The queen takes the knight and gives check.
15. W The king at his queen's 2d square.
B The queen's knight at his queen's 2d square.
16. W The rook takes the rook. *c*
B The rook retakes the rook.
17. W The queen at her king's square.
B The rook at the white king's bishop's 2d square, and wins the game.

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a Any thing you could have played could not save a piece.

b If in lieu of playing your rook you had played your king, the adversary had won sooner, by playing only his rook at your king's bishop's second square.

c Had you taken his bishop, he would have given you check with his queen at your queen's third square, and mate by taking your rook the following move.

A Trick of covering the sixty four Squares of the Board by the Knight at as many Moves.

Place the knight on No. 8, and move it in the following order:—23, 40, 55, 61, 51, 57, 42, 25, 10, 4, 14, 24, 39, 56, 62, 52, 58, 41, 26, 9, 3, 13, 7, 22, 32, 47, 64, 54, 60, 50, 33, 18, 1, 11, 5, 15, 21, 6, 16, 31, 48, 63, 53, 59, 49, 34, 17, 2, 12, 27, 44, 38, 28, 43, 37, 20, 35, 45, 30, 36, 19, 29, and 46.

Two Persians had engaged in such deep play, that the whole fortune of one of them was won by his opponent. He who played the white was the ruined man; and, made desperate by his loss, offered his favourite wife as his last stake. The game was carried on until he would have been check-mated by his adversary's next move. The lady, who had observed the game from a window above, cried out to her husband in a voice of despair, "to sacrifice his castle and save his wife."—Situation of the game: White K. 40. C. 49. B. 37. P. 18 and 19.—Black K. 2. Q. 15. C. 7 and 50. White C. to 1†. Black K. 1*. White P. to 11, giving check-mate.

This mark * denotes that a piece is taken, and this † denotes the King to be in check.

B The rook gives check at the white king's bishop's 2d square.
38. W The king at his queen's bishop's 3d square
B The rook takes the pawn.
39. W The rook's pawn two steps. *k*
B The king's knight's pawn one step.
40. W The rook's pawn one move.
B The knight's pawn one move.
41. W The rook at its king's square.
B The knight's pawn one move.
42. W The rook at its king's knight's square.
B The rook gives check.
43. W The king at his queen's bishop's 4th square.
B The rook at the white king's knight's 3d square.
44. W The rook's pawn one move.
B The rook at its knight's 2d square.
45. W The king takes the pawn.
B The rook's pawn one move.
46. W The king at the black queen's knight's 3d square.
B The rook's pawn one move.
47. W The rook's pawn one move.
B The rook takes the pawn. *l*
48. W The rook takes the pawn. *m*
B The rook at the king's rook's 2d square.
49. W The pawn two steps.
B The pawn one step.
50. W The rook at its king's rook's 2d square.
B The king at his knight's 2d square.
51. W The pawn one move.
B The king's at his knight 3d square.

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k If, instead of pushing this pawn, you had taken his pawn with your rook, you had lost the game; because your king would have hindered your rook from coming in time to stop the passage of his knight's pawn. This may be seen by playing over the same moves.

l If he did not take your pawn, you must have taken his; and that would have given you the game.

m Thus, if instead of taking his pawn, you had taken his rook, you had lost the game.

52. W The king at the black queen's bishop's 3d square.
B The king at his knight's 4th square.
53. W The pawn one move.
B The king at the white king's knight's 4th square.
54. W The pawn advances.
B The rook takes the pawn, and playing afterward his king upon the rook, it is a drawn game, because his pawn will cost your rook.

FIRST BACK GAME.

From the third move of the Queen's Gambit.

3. W The king's pawn one move.
B The king's bishop's pawn two steps. *a*
4. W The king's bishop takes the pawn.
B The king's pawn one move.
5. W The king's bishop's pawn one move.
B The king's knight at his bishop's 3d square. *b*
6. W The queen's knight at his bishop's 3d square
B The queen's bishop's pawn two steps. *c*
7. W The king's knight at his king's 2d square.
B The queen's knight at his bishop's 3d square.
8. W The king castles.
B The king's knight's pawn two steps. *d*
9. W The queen's pawn takes the pawn. *e*

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a Moving this pawn must convince you that it had been better to push your king's pawn two steps, because his pawn obstructs the union of your king's and queen's pawns in front.

b He plays his knight to hinder your king's and queen's pawns from uniting.

c This is pushed with the same design.

d He plays this pawn to push that of his king's bishop upon your king's pawn in case of need, which would produce an entire separation of your best pawns.

e If you had advanced your own instead of taking this pawn, the adversary would then have attacked your king's bishop with his queen's knight, forcing you to

THE LAWS OF CRICKET.

The ball should weigh not less than five ounces and a half, nor more than five ounces and three quarters.

The ball cannot be changed during the game, without the consent of both parties.

The bat must not exceed four inches and one quarter in the widest part.

The stumps must be twenty-two inches high, and the ball six inches long.

The bowling-crease must be in a line with the stumps three feet in length, with a return crease.

The popping crease must be three feet ten inches from the wickets; and the wickets must be opposite to each other, at twenty-two yards distance.

The party which goes from home shall have the choice of the innings and pitchings of the wickets, which shall be pitched within thirty yards of a centre fixed by the adversaries.

When the parties meet at a third place, the bowlers shall toss up for the pitching of the first wicket, and the choice of going in.

Neither party can alter the ground during the match without consent of the other, either by moving, covering, rolling, or beating it.

The ball must be delivered by the bowler with one foot behind the bowling-crease, and within the return-crease; and he must bowl four balls before he changes wickets, which he shall do but once in the same innings.

He may order the striker at his wicket to stand on which side of it he pleases

The striker is out if the ball is bowled off, or the stump bowled out of the ground.

Or when the ball, from a stroke over or under his bat, or upon his hands (but not wrists) is held before it touches the ground, though it be hugged to the body of the catcher.

Or if, in striking, both his feet are over the popping-crease, and his wicket is put down, except his bat is grounded within it.

Or if, in striking at the ball, he hits down his wicket.

Or if he runs out of his ground to hinder a catch.

Or if a ball is struck up, and he wilfully strikes it again.

Or if, in running a notch, the wicket is struck down by a throw, or with the ball in hand, before his foot, hand, or bat, is grounded over the popping crease; but if the bail is off, a stump must be struck out of the ground by the ball.

Or when the striker touches or takes up the ball before it has lain still, unless done at the request of the opposite party.

Or if the striker puts his leg before the wicket with a design to stop the ball, and actually prevents the ball from hitting his wicket by it.

If the players have crossed each other, he that runs for the wicket that is put down is out; but if they are not crossed, he that has left the wicket that is put down is out.

When the ball has been in the bowler's or wicket-keeper's hands, the strikers need not keep within their ground till the umpire has called play; but if the player goes out of his ground with a design to run, before the ball is delivered, the bowler then may put him out.

When the ball is struck up in the running ground between the wickets, the strikers may lawfully hinder its being catched; but they must neither strike at, nor touch the ball with their hands.

When the ball is struck up, the striker may guard his wicket either with his bat or his body.

In single wicket matches, should the striker move out of his ground to strike at the ball, he shall not be allowed a notch for such stroke.

The wicket keeper shall stand at a moderate distance behind the wicket, and shall not move till the ball is out of the bowler's hand, and shall not by any noise incommode the striker; and if his hands, knees, foot, or head, be over or before the wicket, though the ball hit it, it shall not be out.

The umpires shall allow ten minutes for each man to come in, and fifteen minutes between each innings.

When the umpires shall call *Play*, the party then refusing to play, loses the match.

They are the sole judges of fair and unfair play, and all disputes shall be determined by them.

When a striker is hurt, they are to allow another to come in, and the person hurt shall have his hands in any part of that innings.

They are not to order a player out, unless when appealed to by the adversaries.

But if the bowler's foot is not behind the bowling-crease, and within the returning crease, when he delivers the ball, the umpire, unasked, must call *No ball*.

If the strikers run a short notch, the umpire must call *No notch*.

When a ball is caught, no notch to be reckoned.

When a striker is run out, the notch running for is not to be reckoned.

BETTING.

If the notches of one player are laid against another, the bet depends on both the innings, unless otherwise specified.

If one party beats the other in one innings, the notches in the first innings shall decide the bet.

But if the other party goes in a second time, then the bet must be determined by the numbers on the score.

THE GAME OF BILLIARDS.

To play this game correctly, attention must be given to the method of holding the mace or cue, and the manner of delivering the ball from the mace, or of striking it with the cue: but these things are much more easily acquired by observation, or by the direction of a proficient in the game, than by any possible written rules.

A person who plays with his right hand, must stand with his left foot foremost; and he who is left-handed, with his right foot; by which he will stand more firm and steady.

The votaries of this game should be particularly cautious not to suffer their temper to be irritated by any occurrences or disappointments whatever, during the game: a steady hand and a serenity of temper, being indispensable requisites to the well playing of it.

We shall forbear noticing those games formerly in vogue, they being now very little played, if at all, and bear besides so great an affinity to their substitutes, that we deem treating of them superfluous.

The games now principally played are,

The English game.
The French following game.
The winning and losing game.
The revolution, or four-ball-game.
The game of Pool.

In order to avoid a repetition of the subject, in each game separately, we shall previously take notice of those rules and regulations which are applicable to all, with some exceptions for the game of Pool.

Rules and Regulations relating to the different Games.

1. The commencement is, to string for the lead, and the choice of balls; and he who brings his ball nearest to the upper cushion, wins the lead, and has the privilege of commencing first or not.

That part of the table where the striker commences from, is called the upper end; and consequently the other part is called the lower end.

2. He who, in leading, holes his own, or touches his opponent's ball, loses the lead.

3. During a rubber, the person who lost the preceding game, has the privilege of commencing the next.

4. If the striker, without an intention of striking, touches his own ball, it is deemed an accident; and his opponent may replace it: but if, by the same accident, he holes his own or moves another, it is a stroke, though not intended as such.

5. The striker should take particular notice, before he strikes, that nothing lays on the table that can injure the winning of the balls: he not being entitled to gain, but liable to lose every thing made in consequence.

6. A ball standing on the edge of a hole falling into it, after adjudged to stand still, must be replaced in the same position.

7. If a ball, standing on the edge of a hole, should fall into it before the striker's ball has reached it, the stroke is void, and the balls must be replaced in the same positions.

8. If the balls are changed, and is not known by which party, the game must be played out so.

9. A person playing with the wrong ball, if not discovered by his opponent before the next stroke, gains as many points as in playing with his own; and the different parties must continue with them during the game.

10. Any person playing with the wrong ball cannot count, if discovered by his opponent before the next stroke, and each party must resume the ball he commenced with.

We think it proper to observe here, that the above rule is sufficiently strict, as every person has the privilege of rectifying his opponent before he strikes, if he thinks proper.

11. Striking both balls together, with cue or mace, constitutes a foul stroke: and no person is entitled to gain any thing so made, if discovered by his opponent before the next stroke: but liable to lose as many points as in striking fair, and withal forfeits the next stroke.

Those persons who imagine that in holding the mace or cue perpendicularly, there is no possibility of making a foul stroke, labour under a great mistake; for supposing the circumference of each ball to be four inches, one eighth of this is exposed to the sliding of the mace or cue, or subjected to be pushed forward a half an inch without retracting the played-with stick from it: so that the balls being even separated from each other a half an inch, it is not only possible, but if struck in a dilatory manner will most undoubtedly prove so.

12. If the striker's ball touches another he cannot strike without making a foul stroke.

13. If the striker stops or interrupts the running of a ball or balls, he cannot count; and his opponent may place the ball or balls so stopped, where he pleases: and if adjudged by the company, the striker's own ball was running directly for either of the holes, it is considered as holed, and he loses as many points as is thereto annexed.

14. The opponent is subjected to the same penalties as the striker in a contrary case from the foregoing rule.

15. If one of the white balls being in hand the other should be inside of the line that runs parallel with the stringing nails, it is called a baulk; and the person whose ball is off the table, cannot play within it, without backing, or striking the lower cushion first.

16. A line ball, or the centre of a ball laying on the line of the stringing nails, is considered within the baulk.

17. If the striker in playing with the wrong ball which is his opponent's, holes it, and leaves the other in the baulk, he loses nothing, the red ball or balls are placed on their original spots, and his opponent must play.

18. If in making a foul stroke the striker makes or leaves a baulk, the red ball or balls must be replaced in their original position.

19. If the striker forces his own ball over the cushion, it is considered as holed.

20. If the striker forces either or all the balls over the cushion, it counts nothing; but if by the same stroke he holes his own, or forces it over the cushion, then all the balls ever are considered as holed.

21. Forcing either of the balls over the cushion in making a carrom does not prevent the striker from counting it.

22. A ball standing on a cushion is considered as off the table.

23. Any person playing with both feet off the floor cannot count.

24. Any person playing at a ball while running, cannot count.

25. In a case of betting, two misses do not constitute a hazard.

26. No by-stander has a right to say any thing concerning the game unless appealed to by the players.

27. Any dispute arising concerning the game shall be settled by the disinterested company present; the marker shall go and ask them individually, whether they understand the nature of the dispute in question, if so, their opinion; and shall then declare, without specifying any names, that so many persons are in favour of one party, and so many in favour of the other; and the majority shall decide it; but in case there is no majority, then the marker shall be appealed to; as also in case there is no company present.

Rules especially concerning a three handed Match.

28. The three persons must lead, and those two whose balls are nearest to the cushion have the privilege of commencing first. *See the three first articles.*

29. Every point made is a hand out.

30. Every point made counts for either of the hands in.

31. There are no baulks in this game as long as the three persons are in, and in case the ball or balls should be within it, the striker has the privilege of playing from the other end of the table.

32. The game is divided into two parts: two-thirds of the constituted number of points forms the first, when one person is out; and the remaining two play on to the full quota.

33. The person whose hand is out at the time the first part of the game is won, must play, and strike first, with the winner's ball.

Rules especially concerning a four-handed Match.

34. During a rubber the parties must indiscriminately follow the rule of rotation.

35. Each party has the privilege of consulting with and directing his partner in any thing concerning the game.

36. If a person makes two misses without an intermediate hazard made by himself, or lost by his opponent, his hand is out.

The rule commonly followed now is, that a hazard made by either party between two misses, prevents a hand from being out. It is very evident that nothing more was intended by this rule, than to stimulate the player to exert himself, or to deprive him of his term of playing for a supposed demerit, and from this position we conclude, that this rule has been taken in too general point of view; and that by it was meant that the person himself, who made the two misses, should make an intermediate hazard in order to continue his privilege of playing; as there is certainly no merit to be attributed to him for his opponent's success.

THE ENGLISH GAME.

1. This game, generally called the American game, is played with one red and two white balls, and 21 points constitute the game.

2. The red ball is invariably placed on a spot made for the purpose, as also the white; from whence the striker must indiscriminately play whenever his ball is off the table.

3. Whenever two balls are holed, the in must be placed on its original spot.

4. No person has a right to play at the red ball the next stroke after it is holed.

5. If the striker, after holing the red ball, plays at it a second time, and misses the white, he loses one point, and the red ball remains.

6. If the striker forces the red ball over the cushion without his own, it is not considered as holed, and his opponent may play at which he pleases.

7. If the striker after holing the white ball forces the red over the cushion, his own must remain where it is,

and his opponent has the privilege of playing at which he pleases.

8. In case of one of the white balls being off the table, one of the others or both should be so near the spot from whence the striker is to play, as to prevent him from placing his own; the marker must remove them and replace them immediately after the striker has started his own ball.

9. In a four-handed match every white ball holed is a hand out.

10. The striker must invariably strike the ball he plays at first, otherwise he cannot count.

WINNINGS.

11. Holing the white ball 2
12. Do. red 3
13. Holing the white and red balls 5
14. Making a carrom, or touching both balls with your own 2
15. Making a carrom, and holing the white ball 4
16. Making a carrom and holing the red ball . 5
17. Making a carrom, and holing the white and red balls 7

LOSINGS.

18. Missing the white ball 1
19. Do. red 2
20. Playing at the white, missing it, and holing your own ball 3
21. Playing at the red, missing it, and holing your own ball 5
22. Holing your own off the white ball 2
23. Do. red 3
24. Playing on the white, holing it, and your own ball 4
25. Do. red do. 5
26. Holing the three balls 7
27. Playing on the white, making a carrom, and holing your own ball 5
28. Playing on the red, making a carrom, and holing your own ball 5
29. Playing on the white, making a carrom, and holing the two white balls 6

30 Playing on the white, making a carrom, and holing the red and your own ball . . . 7
31. Playing on the red, making a carrom, and holing the two white balls 7
32. Playing on the red, making a carrom, and holing the red and your own balls 7
33. Playing at either, making a carrom, and holing all the balls 8

For the remaining rules, see the preliminary articles.

THE FRENCH FOLLOWING GAME.

In the original French three-ball game, from which it has its derivation, each player had only one stroke alternately during the game, but in this the striker has the prerogative of pursuing his success without interruption, and it is therefore styled the following game.

1. This game is played with one red and two white balls, and 24 points constitute the game.

2. The red ball is placed on a spot made for the purpose, and the white on any part of the upper line, provided the centre of the ball be on it.

3. The striker has the privilege of playing at the red ball as often as he pleases.

4. In no instance is a ball to be taken up in this game.

5. If after the red and white balls are off the table, the striker should remain on the spot appropriated for the red, he must remove it, loses nothing, the red ball is put up, and his opponent must play.

6. In a four-handed match, every ball holed is a hand out.

7. The winnings in this game are precisely similar to those in the English game: but there is no necessity for ouching the played-at ball first, in order to count.

LOSINGS.

8. Missing both balls 1
9. Missing both balls and holing your own 3
10. Holing your own off the white ball . . 2
11. Do. red 3
12. Holing both white balls 2
13. Holing the red and your own ball 3
14 Holing three balls 3
15. Playing at either, making a carrom, and holing your own ball 2

16. Playing at either, making a carrom, and holing the two white balls 4
17. Playing at either, making a carrom, and holing the red, and your own ball 5
18. Playing at either, making a carrom, and holing the three balls 7

For the remaining rules, see the preliminary articles.

THE WINNING AND LOSING GAME.

That preponderance which forms the peculiar characteristic of the preceding games is in this almost entirely overlooked, the winnings and losings counting chiefly for the accomplisher of either: and skill is not of such material consequence, provided the striker be endowed with a large portion of muscular strength; for in battering away at the balls without mercy, they will, to escape the fury of his vengeful arm, cross the table again and again, until they find a hole for a transient shelter.

1. This game is generally played with three balls, one red and two white, and 30 points constitute the game.
2. The red ball is invariably placed at the distance of nine inches from the lower cushion, in the middle of the table's breadth.
3. A semicircle must be drawn from the middle of the line at the upper end of the table, of about 18 inches in diameter, parallel with the line of the stringing nails, from within where, the striker must invariably play, whenever his ball is off the table.
4. In a four-handed match every hazard made is a hand out. A person holing himself in this game makes a hazard.
5. If the striker forces either, or both balls over the cushion, it counts nothing.
6. If the striker forces his own ball over the cushion, he loses in no instance more than two or three points, according to which ball he played on.
7. If the striker forces either or both balls over the cushion and holes his own, he gains two or three points, he also counts for either of the other balls holed, or a carrom made by the same stroke.

For the further rules, see the 3d, 4th, and 5th articles of the French following Game.

WINNINGS.

8. Holing the white ball 2
9. Do. red 3
10. Holing the white and red 5
11. Holing your own off the white ball . . . 2
12. Holing your own off the red ball 3
13. Playing on the white, holing it and your own ball 4
14. Playing on the red, holing the white and your own ball 5
15 Playing on the white, holing the red and your ball 5
16. Playing on the red, holing it and your own ball 6
17. Playing on the white and holing the three balls 7
18. Playing on the red, and holing the three balls 8
19. Making a carrom, and touching both balls with your own 2
20. Making a carrom, and holing the white ball 4
21. Making a carrom, and holing the red ball . 5
22. Making a carrom, and holing the white and red balls 7
23. Playing on the white, making a carrom, and holing your own ball 4
24. Playing on the red, making a carrom, and holing your own ball 5
25. Playing on the white, making a carrom, and holing the two white balls 6
26. Playing on the red, making a carrom, and holing the two white balls 7
27. Playing on the white, making a carrom, and holing the white and red balls . . . .
28. Playing on the white, making a carrom, and holing the three balls 8
29. Play on the white, making a carrom, and holing the three balls 9
30. Playing on the red, making a carrom, and holing the three balls 10

LOSINGS.

31. Missing all the balls 1
32. Missing all the balls, and holing your own, or forcing it over the cushion 3

For the remaining rules see the preliminary articles; excepting the 19th and 20th.

THE REVOLUTION, OR FOUR-BALL GAME.

This is very properly styled the Revolution game, it being subject to as many different vicissitudes as that monster of changes is susceptible of.

1. This game is played with two red and two white balls, and 31 points constitute the game.

2. The two red balls are placed at each end of the table, in the middle of each line, and the striker may place his ball on any part of the upper line, provided the centre of the ball be on it.

3. The striker must lead his ball beyond the lower red, and his opponent must play at it.

4. If the leader's ball should repass the lower red ball, it must remain, and his opponent must play at it.

5. If the leader moves a red ball the first stroke, it must be replaced, and his ball remains, as also in case his opponent moves a red ball without previously touching the white.

6. In a four-handed match every ball holed is a hand out.

For the further rules, see the 3d and 4th articles of the French following Game.

WINNINGS.

7.	Holing the white ball	2
8.	Holing a red ball	
9.	Holing the white and a red ball	5
10.	Holing the two red ball	6
11.	Holing the three balls	8
12.	Making a carrom on the white and a red ball	2
13.	Making a carrom on the two red balls . .	3
14.	Making a carrom on all the balls	5
15.	Making a carrom on the white and a red ball, and holing the white	4
16.	Making a carrom on the white and a red ball, and holing the red	5
17.	Making a carrom on the two red balls, and holing the white	5
18.	Making a carrom on the two red balls, and holing a red	6
19.	Making a carrom on all the balls, and holing the white	7

20. Making a carrom on all the balls, and holing a red 8
21. Making a carrom on the white and a red ball, and holing both 7
22. Making a carrom on the white and a red, and holing the two red balls 8
23. Making a carrom on the two red balls, and holing both 9
24. Making a carrom on all the balls, and holing the white and a red 10
25. Making a carrom on all the balls, and holing the two red 11
26. Making a carrom on all the balls, and holing them 13

LOSINGS.

27. Missing all the balls 1
28. Missing all the balls, and holing your own 3
29. Holing your own off the white ball . . . 2
30. Holing your own off a red ball 3

In every other case, a person holing himself loses as many points as he would have gained by the same stroke, but we think it proper to observe this circumstance, that the striker, in making a carrom on a red and the white ball, and holes his own, only loses two points, notwithstanding he struck the red ball first.

For the remaining rules, see the preliminary articles.

THE GAME OF POOL.

The system of this game is very imperfect, and the most scrutinizing rules that can be composed for it will be found inefficient towards producing that criterion by which a gamester can be prevented from taking those advantages so peculiar to his character.

1. This game is played by an indefinite number of persons, who all have their several balls, but any number exceeding twelve causes confusion.

2. The balls are numbered from 1, 2, &c. to the full number of players; and after being altogether put into a pocket, are to be impartially distributed by the marker to each person.

3. If after distributing the balls, there should be

found one or more numbers deficient, they must all be put into the pocket again, and all wagers laid on them are void.

4. A semicircle must be drawn, as in the winning and losing game, from within where the striker must invariably play whenever his ball is in hand.

5. The game is generally played with tickets or an equivalent, for a certain sum of money, the number marker is to pay to his opponent for every instance.

6. After every person has his ball, No. 1 must lead his ball beyond the middle pocket, and has three strokes without being marked in case he holes himself.

7. Number 2 must play at number 1, and in case he holes him, number 1 must pay him a ticket, and is marked once. Number 2 then takes up his ball, and must lead as in the preceding article, and the following numbers play on in rotation.

8. He who is marked four times is out.

9. Each person generally contributes a certain sum, and he who keeps the longest from being marked four times, is entitled to all.

10. The striker must invariably play at the nearest ball to him without the baulk, but in case there are none outside, then at the nearest within it.

11. In case all the balls should be within the baulk, and the striker's in hand, he must lead as is stated in the 6th article.

12. If a ball is played at which is not the nearest the stroke is good, but every player has a right to measure previous to it.

13. He who plays with the wrong ball is marked once, takes up his own ball, and pays a ticket to the ball he played at, the ball he played with is put into the baulk; and if either has been holed by the same stroke, it counts nothing against them.

14. He who misses the play-at ball is marked once, pays a ticket to the ball he missed, and takes up his own.

15. If the striker, in missing the played at ball, brings a ball out of the baulk, it must be replaced.

16. There is no foul stroke in this game.

17. He that misses the played at ball a going, and touches it in returning, loses nothing.

18. If the ball to be played at is without the baulk,

and the striker's within it masked by one or more of the others, the marker must remove the masking balls, and replace them immediately after the stroke.

19. Any person playing before his turn, without being directed to do so, by either of the players, must be marked once, take up his ball, and pay a ticket to the number he played at.

21. If the striker forces either of the other balls over the cushion, it counts nothing.

The original rule is, that a ball forced over the cushion, shall be marked once; but this rule was instituted by cue players, by whom, in certain positions, it is easily accomplished, and the deficiency of the mace-player in this point was never brought into view; so that in adhering to this custom, we shall continue to give the cue player an equalized advantage, and therefore, we thought proper to advise from it.

For the remaining rules, see the 4th, 5th, 6th, 7th, 16th, 19th, 22d, 23d, 24th 26th, 27th of the preliminary articles

THE GAME OF TENNIS

A TENNIS COURT is generally in length ninety-six or ninety seven feet, by thirty-three or four in breadth. A line or net hangs across the middle, over which the ball must be struck, to make any stroke good. At the entrance of a tennis court there is a long covered passage before you enter the dedans, that is, a kind of front gallery where spectators usually stand; into which whenever a ball is struck, it tells for a certain stroke. This long passage or gallery is divided into different apartments, which are called galleries, viz. from the line towards the dedans, are the first gallery door, second gallery, and the last gallery: which is called the service side. From the dedans to the last gallery are the figures 1, 2, 3, 4, 5, 6, each at a yard distance, marking the chaces, one of the most essential parts of this game. On the other side of the line are also the first gallery, door, second gallery, and last gallery, which is called the hazard side: every ball struck into the last gallery on this side reckons for a certain stroke, the same as into the dedans. Between the second and this last gallery are the figures 1, 2, to mark the chaces on the hazard-side. Over this long gallery is a covering called the pent house, on which the ball is played from the service side to begin a set of tennis, and if the player fails striking the ball (so as to rebound from the pent-house) over a certain line on the service-side, it is reckoned a fault: two of them are counted for a stroke. If the ball rolls round the pent house, on the opposite side of the court, so as to fall beyond a particular described line, it is called passe, goes for nothing, and the player on either side must serve again.

On the right-hand side of the court from the dedans, a part of the wall projects more than the rest, in order to make a variety in the stroke, and render it more difficult to be returned by the adversary, and is called the tambour: the grill is the last thing on the right-hand

side, wherein if the ball is struck, it reckons for 15, or a certain stroke.

The game is played by sets. A set of tennis consists of six games, but if what is called an advantage set is played, two above five games must be won on one side or the other successively, to decide: or in case it should be six games all, two games all, two games must still be won on one side to conclude the set: so that an advantage set may last a considerable time; for which kind of sets the court is paid more than for any other.

We shall now describe the use of the chaces, and how they decide or interfere so much in the game.

When the player gives his service in order to begin the set, his adversary is supposed to return the ball; and wherever it falls, after the first rebound, untouched, the chace is called accordingly: for example; if the ball falls at the figure 1, the chace is called at a yard, that is to say, at a yard from the dedans; this chace remains till a second service is given, and if the player on the service-side lets the ball go after his adversary returns it, and if the ball falls on or between any one of these figures or chaces, they must change sides, for he will be then on the hazard-side to play for the first chace, which if he wins by striking the ball so as to fall, after its first rebound, nearer to the dedans than the figure 1, without his adversary's being able to return it from its first rebound, he wins a stroke, and then proceeds in like manner to win a second stroke, &c. If a ball falls on a line with the first gallery, door, second gallery, or last gallery, the chace is likewise called at such or such a place, naming the gallery, door, &c. When it is just put over the line, it is called a chace at the line. If the player on the service-side returns a ball with such force as to strike the wall on the hazard side so as to rebound after the first hop over the line, it is also called a chace at the line.

The chaces on the hazard side proceed from the ball being returned either too hard, or not quite hard enough, so that the ball, after its first rebound, falls on this side the blue line, or line which describes the hazard side chaces, in which case it is a chace at 1, 2, &c. provided there is no chace depending, and according to the spot where it exactly falls. When they change sides the player, in order to win this chace, must put the ball over

the line, any where, so that his adversary does not return it. When there is no chace on the hazard-side, all balls put over the line, from the service-side, without being returned, reckon for a stroke.

As it is upon the marking that the game chiefly depends, it becomes necessary to explain it; and those who play at tennis ought to have a good and unbiassed marker, for on him may depend the whole set. He can mark in favour of the one, and against the other, in that manner as will cause the odds of two to one at starting, although even players. Instead of which the marker ought to be very attentive to the chaces, and to be totally impartial to the players.

The game, instead of being marked one, two, three, four, is called for the first stroke, *fifteen*; for the second, *thirty*; for the third, *forty*; and for the fourth, *Game*, unless the players get four strokes each: in that case, instead of calling it *forty all*, it is called *Deuce*, after which, as soon as any stroke is got, it is called *Advantage*, and in case the strokes become equal again, *Deuce* again; till one or the other gets two strokes following, which win the game: and as the games are won, so they are marked and called; as one game love, two games to one, &c. towards the set, of which so many of these games consist.

To avoid trouble, a number of balls are made use of at this game, although but one at a time is played with. By which means they can play as long as they please without having occasion to stoop once for a ball.

The odds at this game are very uncertain, on account of the chances; and various methods of giving odds have been used to render a match equal.

A *Bisque* is the lowest odds given, (except choice of the sides,) and is the liberty of scoring a stroke whenever the player, who receives the advantage, thinks proper; for example, let a game be forty or thirty, he who is forty by taking the *Bisque* becomes game.

Fifteen, is a stroke given at the beginning of a game.

Half thirty, is *Fifteen* given the first game, and *Thirty* the next; and so on to the whole *Thirty*, *Forty*, &c.

Half-Court, is confining the player to play into the adversary's half-court, and is of great advantage to the adversary. Sometimes it is played straightwise, and at other times across.

Touch no Wall, that is, being obliged to play within the compass of the walls, or sides of the court, and is a considerable advantage given to the adversary, as all the balls must be played gently, and consequently they are much easier to take than those which are played hard, or according to the usual method of play.

Round Service, is serving the ball round the pent-house, so as to render it easy for the *Striker-out* (the player who is on the hazard side, to return the ball.)

Barring the Hazards, is not reckoning the dedans, tambour, grill, or the last gallery, or the hazard side, &c.

The game of tennis is also played by four persons, two partners on each side. In this case they are generally confined to their particular quarters, and one of each side appointed to serve and strike out: in all other respects the game is played in the same manner as when two only play.

FIVE AND TEN.

THIS is a favorite game with the Irish; and though the different ranking of the cards in the red and black suits, and the change in their value when trumps and when not trumps, renders it somewhat difficult to attain a facility in playing it, yet the pains bestowed in learning will be amply compensated by the pleasure obtained when a thorough knowledge of the game is acquired. A complete pack of cards is used, and two, three, or four persons may play.—Each game is decided in one hand, and it consists in endeavouring to get the majority of the five tricks, which is called a Five, and entitles the winner to the stakes played for; or to gain the whole five tricks, which is called a Ten, and the winner in this case draws double stakes.

The following is the Rank and Order of the cards when the respective suits are trumps:

Hearts and Diamonds.	*Spades and Clubs.*
Five, Knave.	Five, Knave.
Ace of Hearts.	Ace of Hearts.
Ace of Diamonds.	Ace of Spades or Clubs.
King, Queen.	King, Queen.
Ten, Nine.	Two, Three.
Eight, Seven.	Four, Six.
Six, Four.	Seven, Eight.
Three, Two.	Nine, Ten.

And the following is their order when not trumps:

Hearts and Diamonds.	*Spades and Clubs.*
King, Queen.	Ace, King.
Knave, Ten.	Queen, Knave.
Nine, Eight.	Two, Three.
Seven, Six.	Four, Five.
Five, Four.	Six, Seven.
Three, Two.	Eight, Nine.
Ace of Diamonds.	Ten.

From the above lists it will be observed that the Five is first, and the Knave second in order, when trumps, and that the Ace of Hearts is always trumps, and ranks as the third best card. These three cards have the privilege of revoking, when it suits the holder of them to do so; but if the Five be led, the holder of the Knave or Ace must play it, if he has not another trump to play, and the Ace unguarded must in like manner be played if the Knave be led,—the superior card always forcing the inferior. The Ace of Diamonds, which is fourth in order when that suit is trumps, is the lowest when not trumps; and the usual rank of the inferior cards is reversed in the black suits, the two being above the three, the three above the four, and so on, the ten ranking lowest, whether trumps or not.

MODE OF PLAYING.

The parties having cut for deal, which the lowest Five and Ten card wins, and each having deposited an equal stake, the cards are cut, and five dealt to each player, by twos and threes, the next card being turned up for trumps. If the elder hand has a certain Five, that is to say, if he holds three cards which which will each take a trick, he ought to play them, as there is a great probability, if his two remaining cards are tolerable, that he may get the whole five, and thus win a double stake. But if he holds only indifferent cards, the best method is to throw the lead into his opponent's hand by playing an inferior card, in the hope of regaining it at the third trick, which is the critical stage of the game; and as three tricks constitute a Five equally as four, it is reckoned better play to reserve the best cards till the third trick, than to risk the game by eagerness to secure the two first.

If the party consists of four, they play in two partnerships, which are determined by cutting the cards, the two lowest playing against the two highest, or by agreement among the parties. The maxims at Whist relative to leading and how to play when your partner leads will in general be found of considerable use here.

When three play at this game, it is still necessary that one of them should win the three tricks in order to make a

Five, as the stakes must remain for the next game if two of the players get two tricks each, and the other one. If the cards you hold do not entitle you to expect to make the Five yourself, the object should be to spoil it, or to prevent its being made at all, by thwarting that player who appears most likely to obtain it. If a Ten is made, the two losers must each pay another stake to the winner, in addition to the three deposited; but it is sometimes agreed to dispense with this, and not to allow Tens when the game is played by three.

Each player must follow suit when he can, under the penalty of forfeiting his stake, except in the case of the three best trump cards, viz: the Five and Knave and the Ace of Hearts, each of which are privileged to renounce, under the exception stated above; but it is not incumbent on any one to take a trick unless he chooses, if he conforms to the above regulation.

If the turn-up card is an ace, the dealer must take it into his hand, throwing out a card in lieu of it; and if either of the players hold the Ace of the trump suit, he must take in the turn-up card before he plays, or if he does not choose to take it in, must turn it down, in order to show that he holds the Ace,—both under penalty of forfeiting his stake.

Where the game is strictly played, the person who misleads, or who departs from the order with which the game begun, of dealing either the three or the two cards first, forfeits his stake.

CATCH THE TEN,

SOMETIMES CALLED SCOTS' WHIST.

This is a favorite game in Edinburgh and other parts of Scotland, though we believe it is not much known in the sister kingdom. It may be played by from two to eight persons, with 36 cards, the small cards of each suit, viz: the 2, 3, 4, and 5, being thrown out; and if necessary for an equal division of the cards, one or two of the sixes. If the party consists of 2, 3, 5, or 7, each plays on his own account. When two play, three hands are dealt for each player, the first two hands from the top of the pack, then other two

and lastly the third two, the 36 card being turned up. The hands are played in the order in which they were dealt.—In like manner, when three play, two hands are dealt for each and played in the same order. If the party consists of 4, A and C are partners against B and D; if 6, A, C, and E, against B, D, and F—or A and D, B and E, C and F, in three partnerships; if 8, A, C, E, and G, against B, D, F, and H, or they may form four partnerships,—the partners always sitting opposite to each other, with an adversary between each two.

THE MODE OF PLAYING

Is the same as at whist; the cards being cut, and dealt by one or three at a time, and the last one turned up for trump; they have the same value as at whist, except in the trump suit. Forty-one is game, and the points are made by counting the cards in the tricks taken, and the honours of trumps. Each card above the party's share in the tricks taken counts for one. Thus, if four are playing, each person's share of the 36 cards is 9. If two partners take eight tricks, (4 multiplied by 8 are 32) they reckon 14 towards game, that being the number over their joint shares of twice 9, or 18. The knave of trumps is the best, and reckons for 11, ace next, for 4, king for 3, queen for 2, and the ten for 10. They are not reckoned as at whist, by the party to whom they are dealt, but to those who take them in the course of playing.

MAXIMS FOR PLAYING.

As the name implies, the grand object in this game is to *Catch* the *Ten* of trumps, or to prevent its being caught by the adversary. The only safe way of saving or *passing* the Ten, is to play it in a round of trumps, when one of your partners has played the best trump; or if you happen to be last player, and have none of the suit led, trump with your Ten, if it will take the trick, or if your partner has already taken it. These are very favourable opportunities, and do not often occur; so that is frequently necessary to run some risk to secure so important a card—as by trumping suit in a second round, though not last player—trusting to your partner's holding the best trump, &c. If you hold the knave and king, or ace and king, and have the lead, play two rounds of trumps, and you will have a chance of catching the ten in the second round, or enabling your partner to pass it under cover of your best trump. But these rules must vary so considerably according to the greater or smaller number of the party playing, that it is almost impossible, without confusing the learner, to lay down particular rules for every case. Attention to the game, with a little calculation, on the principles laid down

for whist, will soon enable any person of moderate capacity to play this game sufficiently well for the purpose of amusement; and his own interest will quickly render the gambler who understands the principle of the game, an adept at it.

Note.—A revoke is punished by the total loss of the game.

ECARTÉ.

THE game of Ecarté or Discard, which has excited a very lively interest in the fashionable circles of the Metropolis, was recently invented in Paris, where it is still pursued with unabated ardour. In its general outline it is very simple and easily played. It has the advantage of being by no means tedious, while at the same time a considerable degree of circumspection and calculation is necessary to play it successfully.

Though it admits of only two players at a time, yet it may be so played as to include several in the interest of the game. It is usual, in large parties, for either the winner or loser (as may be agreed on) to give up his place at the table every two or three games, to any of the company who may be disposed to take it. This is termed playing *a cul levé;* and the games, as before mentioned, being short, such an arrangement adds very much to the liveliness of the party.

Two packs of cards (one of them with colored backs) are sometimes used, and a game played with each alternately; but this is not essential to the game, as it may be played equally well with a single pack. There are several minor regulations established, which keep the attention alive, and if neglected, expose the careless player to severe losses.

The cards rank thus:—King, Queen, Knave, Ace, Ten, Nine, Eight, Seven.

MODE OF PLAYING.

The two, three, four, five, and six of each suit having been thrown out of the pack, leaving 32 cards, as in Piquet, th

parties cut for the deal in the usual way, which the highest Whist card wins, with the advantage of scoring one point if the king is turned up as the trump card. When it is played in rubbers, as is frequently the case, the deal follows as in single games, till the three are played.

The pack being shuffled and cut, five cards are dealt to each player, by two and three, or three and two, at a time; and the same order of distribution must be continued throughout the game, which has been adopted at first; the eleventh card is turned up for trumps, and the remainder of the pack, called the Talon, the dealer places at his right hand.

The elder hand (if he is satisfied with his cards, and does not mean to discard,) then commences to play, first naming the suit he intends to lead; the adversary is bound to take the trick if he has a winning card of the suit led, but he need not trump in order to win it, unless he chooses. The holder of the king of trumps must declare it before he plays, saying, "I have the king." If he leads the king, he may announce it after he has played; but should it be covered by his adversary's card, before his declaration, he cannot score the king that time. This applies only to the elder hand; the opponent must always declare the king before he plays, but for his own sake, he will not speak till the adversary has played his first card. The trump, as in other games, wins the trick. Whoever wins one trick leads for the next, and the playing goes on till the five tricks are played.

Five are game, of which three points may be made in one hand, by having the King of trumps in hand, or turning it up as the trump card. which reckons one—and winning all the tricks, which entitle the party to score two more, and is called having the *vole*. Winning three tricks reckons one point.

DISCARDING.

If the elder hand is not content with the cards dealt to him, and wishes to change all or any of them, he says, "I propose." If the dealer also wishes to discard, he assents, and the former, throwing aside the rejected cards (called the Discard,) gets from the dealer, from the top of the Talon or stock, as many in place of them. The dealer then changes as many of his own cards as he thinks proper; but the discard must always be thrown aside before fresh cards are taken in. If both parties agree, discarding may go on as long as there are cards remaining in the stock; but as soon as one party is satisfied with his hand, the other is not allowed to change any more. If, after several discards, it is found that there are not as many cards left in the stock as will supply the number required, the party asking them must complete his hand from his last discard

If the dealer refuses to change the cards of the elder hand after the *first* deal, he must win three tricks, otherwise he loses two points; and the same consequence attends the elder hand if he plays without proposing to discard.

The Discard is not to be looked at by either party, under the penalty of playing the hand with his cards exposed to the adversary; and if the dealer turns up a card for trumps while dealing for the discard, he cannot refuse cards to the adversary that hand.

The hands being finally settled, the playing goes on as before directed.

LAWS OF THE GAME.

1. He who does not show his cut, loses the deal; and if he shows two cards, he must take the lowest.

2. The deal is good, though it should be discovered afterwards that there are either two few or two many cards in the pack.

3. If a faced card occurs in the pack during the first deal, the deal is void, unless it should be the eleventh or trump-card.

4. If faced cards are discovered in dealing for the discard, and those cards fall to the dealer, he must take them, and the deal is good; but if they fall to the adversary, he has the option to call a fresh deal, or to go on.

5. If the dealer shows any of his own cards in dealing, the deal goes on; but if any of the adversary's cards are shown, he has the option to stand the deal or not, after inspecting his hand.

6. If too many or too few cards are dealt at first, and it is discovered before the cards have been looked at, the error may be repaired, and the deal is good; but if either party has seen his cards, and the *dealer* has not enough, the adversary may either permit him to complete his hand from the Talon, or call a new deal. If he has too many, the adversary may either draw the overplus cards from his hand, or take the new deal himself.

7. If the *adversary* has too few cards dealt to him, he may take from the top of the Talon as many as he wants; or if he has too many, he may discard from the overplus,—having the option, in either case, of calling a new deal.

8. The 6th and 7th rules are applicable where the dealer is in fault: but if the mistake has been caused by the carelessness of the adversary in discarding or taking in cards, he loses one point, besides being debarred from reckoning the king, if he has it that deal.

9. If the dealer deals out of turn, and it is discovered before the trump is turned, the cards are thrown up, and the

right dealer takes them; if the error is discovered after the trump is turned, but before the parties have played or discarded, then the cards are to be put in reserve for the next hand, and the proper dealer goes on with the other pack: should the discovery, however, not be made till after the parties have played or discarded, then the deal is to be held good.

10. If the dealer shows more than one card in turning up for trump, the adversary may either demand that the eleventh card be the trump, and put the others shown to the bottom of the pack, or call a new deal.

11. The player who, under any pretence, looks over his adversary's cards, or the discard, must play out the hand with his own cards exposed.

12. Any one playing with more than five cards in his hand, loses a point, and cannot score the king if he has it.

13. If one party play without previously naming the suit, or play a suit different from the one named, he must (if the other party require it) take up his card and play the suit named; but if the adversary judges the card played to be more favorable for him than the suit named, he covers it, and then it cannot be recalled.

14. A card played out of turn may be taken up, if not played to; but if covered by the adversary's card it must remain.

15. A card falling accidentally from the hand upon the table, is considered to be played if it partly covers or is partly covered by the adversary's card, but not otherwise.

16. If it is discovered that a revoke has been made—that a party has refused to take a trick when he had a winning card, each must take up his cards and play the hand over again: if the offender wins the *vole*, or five tricks, he is allowed to score only one point; and if he gains the point only, cannot score it at all.

17. If a player throws down his hand, either from mistake or want of temper, and the cards get mixed, the adversary scores two points.

18. The player who quits the game before it is finished, loses it; but if any bets are depending, the adversary is obliged to play it out with any of the by-standers in the interest of the betters.

19. Lookers on have a right to interfere and point out any errors in the play, which if intentional would be unfair, such as taking up and scoring an adversary's trick, revoking, &c. The person who bets on any player is permitted to advise him in his game.

20. Bets must be renewed every game, if meant to be continued: and those made on condition of revenge are binding only against the winner, the loser not being obliged to continue his bet.

Any case occurring, not embraced by these regulations is to be decided against the player who has committed a fault.

EUCHRE,

A German game, from whence the highest card or "*Bower*," signifying "Jack" or "Knave" takes its name. This being the only card that the German name is adopted. Thirty-two cards are used, and rank as follows:—The knave or "*Right Bower*," of the trump is the commanding card. The knave of the same color, or "*Left Bower*," the next. Then the ace, king, queen, ten, nine, eight; the lowest card used being the seven. The points are scored by the deuce and tray, or by counters, five constituting the game. It can be played by any number of persons under six, but more interesting when there are four equally divided as partners.

On Dealing.

To decide for partners or the dealer on commencement of the game, the cards, after having been shuffled, are thrown round, one to each player, the two highest and two lowest becoming partners. The lowest card entitles the recipient to the deal, he having the advantage to discard and take up the trump card or turn it down.

Two cards and then three are given to each player, or *vice versa;* but as commenced, so it must be continued, the dealer not having the privilege to change, the requisite number being "five" to each player. The card following the one last dealt is the trump.

Rules in Playing the Game.

The trump being turned, the adversary on the left, after having examined his hand, is at liberty to order it up or pass, and thus in rotation to the dealer, who can take it up, and discard one from his hand, or turning it down, retain his hand; in the latter case, the adversary on the left has the choice of making a trump of any other suit, or passing; should all pass again to the dealer he is entitled either to make a trump or throw up the deal, which passes then to the next.

In case the party who makes the trump secures three tricks, it counts one point to the game; if all five tricks, it is called a "march," and counts two points.

If discovered after the trump is turned up, that any of the parties have too many or few cards, there must be a new deal, the dealer losing his privilege.

When a faced card is discovered during the deal, it is optional with the person to whom it is due, to receive it or demand a new deal.

After discarding, you cannot take up and change your card.

You "*must invariably*" follow suit, if you have it, on penalty of adding one point to your adversary's game.

Explanation of Terms.

Euchre.—Where a party takes up or makes the trump, and fails to secure three tricks, he is "euchred," and adds two points to the game of his adversary.

Order up.—When you have the commanding trumps, which are the two bowers and ace or king, or so many as will in all probability secure three tricks. This should only be done when you have but one point to make, it being your adversary's deal. This is termed stealing the deal.

Turn down.—When you have not sufficient strength in trumps to secure your points, and cannot take the trump turned up.

Pass.—When it is your adversary's deal, and you have not the hand to "order up," and wish to "euchre" him in the want of his taking it.

Assist.—The partner of the dealer, if holding good cards, may assist, in which case the dealer must take up the trump.

Dutching.—Is when a red card is turned down by the dealer, and his adversary wishes to make the opposite suit of the same color the trump.

Discarding—This should have particular attention, always discarding a single suit, except an ace, and retaining the suit of which you have a commanding card.

Cards away.—In playing four-handed, should you think yourself sufficiently strong to secure all the tricks without the assistance of your partner, in the event of being successful, four points are added to your game.

With some players, if a partner assists, the dealer may play alone; with others he has not that privilege—either way is believed to be correct; but to avoid all misunderstanding, it would be proper to determine upon that point at the commencement of the game.

A Bridge.—Should your adversaries have four points to make, and you but one, they having the deal, the player on the left of the dealer should order up the trump turned, preferring a "euchre" to the chance of four points scored against him by "cards away." If, however, the player to the left holds the right or left bower guarded, then there is no necessity for ordering up; three to one, or four to nothing, constituting the term Bridge.

A March.—Securing all the tricks by partners, which counts two points to your game.

On Leads.

When you hold the commanding cards, they should be led, but if you are only strong enough to secure your point, side cards should be used; put the lowest on your partner's lead, if it be a commanding card; the highest on your adversary's. Never suffer a trick to pass if you are strong enough to secure it. Should your partner have the right bower turned, lead a small trump; by so doing you weaken your adversary's hand.

POKER, OR "BLUFF,"

Depends more on hazard than any other game played with cards, as it is not always the case that the best hand is the winning one; for if an adversary risks more money than you think your hand would justify you in doing, he wins, although he may have an inferior hand to yours in point of worth; whence the game is termed as above. It is played by a full pack of cards, and by any number of persons under ten.

On Dealing.

In commencing the game, the cards are dealt one to each player, the lowest card designating the dealer. In case a tie occurs, it is decided by another deal; the ace being the lowest card, the deuce next, &c. The dealer commences on his left, and gives "one" at a time, until each player receives "five cards," being the number required. It is at the option of a player either to accept or reject a faced card; in case the latter, it is placed at the bottom of the pack, and the card following the one faced is given him. In case of a misdeal, the "pool" is doubled, each player putting up an additional stake, the deal going to the next one on the left.

On Betting.

An equal stake is deposited in the "pool," which lies in the middle of the table, by each of the parties, who play on their own account. "Counters" or "chips" are generally used, the valuation of which must be agreed upon on commencing; and should no limitation be restricted to in betting, he that puts the largest number of "chips" in the pool, or bets on his hand the highest, is entitled to all that is up, unless met by an adversary, in which case an equal amount must be put up, the better hand of course winning.

Should one of the party over-reach the amount that is in possession of an adversary, a "*sight*" may be demanded.

Premiums are occasionally played, the amount decided upon at commencement of the game. A "flush" being the lowest hand to which a holder is entitled, next a "full," all the fours beginning at "deuces," and ending with "four aces."

Value of Cards.

One Pair.—Two cards of any color being of equal value—thus, two deuces the lowest pair, two aces the highest single pair.

Two Pair is the next in value to a single pair of aces, deuces and trays being the lowest, kings and aces the highest two pair.

Three, of equal value, rank next to the two highest pair Three deuces beat aces and kings.

A Flush, or "five cards" of the same suit, then follows, beating three aces. Should two "flushes" come together, it is decided by the one having the highest cards.

Full Hand, consists of three of equal value, and one single pair—thus, three deuces and two trays beat a "flush."

Four of equal value is the last combination. Deuces, four of which beat a "full." and rank next in value. The only two certain winning hands are four kings with an ace, and four aces; the fortunate holder of either of these can rest easy in regard to a certainty of getting whatever amount he should stake, together with his adversary's.

Should two or more hands come together of equal value in pairs, the better hand is decided by the highest side cards.

Explanation of Terms.

Pass.—The person on the left of the dealer having the first privilege either to put a certain sum in the pool or pass his hand, and so on in rotation to the dealer, should all decline betting the hands are thrown up, making a "*double head*," the one on the left taking the deal.

Call.—When an adversary wishes to meet the amount put in the pool by any one preceding him, this term is used.

Run Over.—Should you wish to bet more or "bluff" off your adversary.

Sight.—Not having funds enough to meet the stake put in the pool, entitles you to see an adversary's hand for such an amount as you have.

Double Head.—Should no one enter for the pool, the stakes are doubled, the deal passing to the left.

Treble Head.—When the cards have been twice dealt, and no bets for the pool, &c., the pool always belonging to the *board* until a bet is made.

Blind.—The one left of the dealer has the privilege of putting up a limited number of "*chips*" before raising his hand, he passing. Should a party see fit to call the blind, must put twice the number in the pool, with the privilege of running over the blind; on coming around, the one who first entered either makes his blind good by putting up equally with the one who called, or passes his hand.—Should no party see the blind, he is entitled to the pool.

TWENTY-DECK POKER,

Is played and governed precisely in the same manner that "Bluff" is, with the exception that only twenty cards are used; consequently four is the highest number that can participate in the game. The ace, king, queen, knave and ten, are the cards used.

ARCHERY.

THE principal instruments of archery are the bracer—the shooting glove—the string—the bow, and the shaft: to which are added a belt, a tassel, and a grease-pot. The use of the bow, the string, and the shaft, sufficiently speak for themselves; the bracer is used to save the arm from the stroke of the string: the glove to prevent the excoriation of the fingers; the tassel to wipe off the dirt from the shaft when taken from the ground; and the grease-pot to hold a composition of suet and white wax, to rub occasionally on the fingers of the glove to render them pliable.

The five points of archery as laid down by Ascham, our most classical authority upon the use of the long bow, and to whose treatise we must refer our readers (for the instructions which the want of space, in a work of the nature of the present prevent our giving,) are:

Standing—nocking—drawing—holding, and loosing.—When the learner has acquired ease and dexterity in all these, he may then proceed to fire at a mark. In modern archery the shortest distance is twenty yards. The archer then proceeds to sixty, which last is considered to be the key to all lengths. We rather prefer for practice the Oriental method, according to which the learner commences at ten yards, at which he becomes so expert as to hit the smallest mark at that range.

The next thing to be considered is the elevation,* which of course must depend on the strength of the arm of the archer, the distance, the power of the bow, &c., and which can only be acquired by practice. Thirty yards are considered a point-blank range: but if the bow be weak, a trifling elevation must be allowed. The direction and the force of the wind require the nicest consideration in order to calculate the allowance to be made for that element, and likewise your footing, by which you may counteract its effects. Thus it will be felt that precept alone will never form an archer; and that proficiency in the use of the weapon is only to be acquired by early training and practice, based upon sound mathematical theory.

There are six different kinds of shooting with the long bow, viz: roving, hoyle shooting, flight shooting, butt shooting, target shooting, and clout shooting.

Target shooting being that which is most in vogue with our modern toxopholites, we shall confine our observations solely to that branch of archery.

Target Shooting.

Modern targets are made of oil-cloths divided into colored circles. Centre gold, then red, and the third white (inner white), the fourth black, and the exterior circles (the outer white). All beyond the last division is named the petticoat: the target is sewed upon a boss of straw, twisted as for bee-hives.

Order of the Game.

In ordinary shooting, color stamps no particular value upon the hit, but every hit in any color counts one. At other times, as in prize shooting, the first shot in the *gold*, or the *nearest centre shot during the shooting, wins:* and sometimes every color bears a proportionate value. Thus a shot in the gold counts 9, in the red 7, in the inner white 5, in the black 3, and in the outer white 1, the exterior circle being nine times larger than the interior one, and the same proportion being observed in calculating the value of each circle. The centre shot gives the title of captain, the second of lieutenant of the target; the greatest number of hits gives the title of captain, and the second lieutenant of the numbers.

The modern target distance is one hundred yards, anciently it was much greater: in 1583 it was seven score and eight yards. At the Finsbury yearly meeting, the first trial used to be at a distance of eleven score yards. And at every two or three trials it was reduced ten yards, until it reached eight score. The size of the target ought of course to vary in ratio to the distance; at sixty yards its dimen-

* The greatest elevation is 45 degrees, but when this should begin must depend upon distance, length, and spring of the bow.

sions should be two feet; at eighty yards, three feet; and at one hundred yards, four feet in diameter.

Rules of the Games.

The Finsbury rule allowed an arrow to reckon in that ring broken or depressed near the centre; but in the tox opholite ground, an arrow when it divides two colors, reckons in the color farthest from the centre. If in measuring a shoot, the difference is so small, that it cannot be decided, the competitor who wins the next best shot is the victor.

If your arrow breaks, you may measure from the nearest end that has wood and head, or wood and feather.

If you have any mishap, as in nocking, &c., if you can reach your arrow with your bow, you may shoot again.

Arrows are weighed by troy weight, three arrows make a pair. The mean length of the modern bow is five feet nine inches, that of the shaft twenty-nine to twenty-seven inches. The following is the scale of weight of arrows according to distance:—

		s. d.	s. d.
At 30 yards	about	5 0 to	0 0
60		3 6 to	5 6
90 } 120 }		3 0 to	4 6

Observe, That as arrows are weighed by the same weight as standard silver, five shillings troy weight is termed an arrow of five shillings.

The above dimensions it will of course be felt are not arbitrary, as every one will use an arrow the best suited to his strength, and the best adapted to the nature and power of his bow.

Long after the bow was banished from the ranks of war in our European armies, it continued to be in this country a fashionable amusement of much value. But even as an amusement, till within the last twenty years, it had for a century past been little known. The archers' division of the artillery company in the south, and one or two societies in Lancashire and Cheshire, and the royal company of archers in Scotland, were for many years the sole support of the art in Great Britain. The last mentioned society was founded in the reign of James the First. They still, on all occasions of a royal visit to Edinburgh, claim the privilege of forming the body-guard of the sovereign. Their uniform is tartan, lined with white, and trimmed with green; a white sash with green tassels, and a blue bonnet with a St. Andrew's cross and feather. This company includes a great proportion of Scottish nobility and gentry.

Notwithstanding all that has been advanced to the contrary, the projectile power of the bow, it must be admitted

upon dispassionate consideration, is vastly inferior to the modern firelock. First, because it is impaired by the state of the atmosphere, in some states of which it cannot be applied with effect, moisture weakening the elasticity of the bow, and relaxing the string. Secondly, by the direction and intensity of the wind. Except in a very moderate wind, the best archer cannot shoot straight; and in boisterous weather especially, with a slant of wind, the weapon is next to useless. But even in the most favorable state of the air, it is difficult to calculate the projectile force of arrows; in passing through the air they lose much more of their velocity than a ball projected from a musket, because they have less density, and present a greater surface; and, for the same reason, their deflection from the parapolic curve must also be greater, independently of the force and direction of the wind. Again, the range of a firelock is four times greater than that of a bow, and the impetus is also much more uniform.

But even in modern warfare there are instances when the bow might be used with great effect. Many French officers, after the Russian campaign, bore testimony to the great utility of this weapon in cases of ambush, and desultory surprise of small bodies of men, particularly at night.—Again, in the defence of narrow streets, and in all cases where a multiplied fire rather than extent of range, is required, the bow might be still used with advantage; and the importance of this consideration will be felt when the rapidity of the fire is recollected; and, moreover, that it might be used by women and children, who are generally terrified by the detonation and the recoil of fire-arms. The extraordinary feats of archery which we read of in the works of the military writers of antiquity and of the middle ages, are but too often considered as romantic fictions; and to this opinion we also were converts, until we witnessed the almost superhuman skill of the Indians of Brazil in the use of the bow, particularly the *Botocudas*, whose bows are eight feet long, and arrows six. However, one insuperable obstacle in modern times in imparting to the bow all the intensity of which it is susceptible, is, that the archer must be rendered physically adapted to it by training from early infancy. We hail, however, with pleasure the revival of this old English sport; of its conduciveness to health all medical writers speak in terms of the highest commendation; it likewise powerfully develops the muscles, expands the chest, and imparts a firm and graceful carriage to the figure—recommendations which cannot fail to render the sport a favorite with both sexes.

Explanation of some of the Terms used in Archery.

Standing,—The position of the archer.

Notching.—The placing the arrow in the string.

Holding.—The act of holding the string when drawn up

Drawing.—The act of drawing the string to the ear.

Loosing.—Letting go the string

BOWLS, OR TEN PINS.

EXPLANATION OF THE DIAGRAM.



1. Ten Pins, something in the shape of large hock bottles, arranged in a triangle, its apex being nearest the player.

2. Platforms, (called alleys) about sixty feet in length and four feet in width, on which the balls are propelled. The surface must be perfectly smooth and level.

3. The white margins on each side of the platforms are channels into which the balls drop, when not dexterously propelled.

4. The intermediate dark spaces or lines are grooves, elevated on frames about three feet above the level of the platform, with a slight inclination towards the bowler's end. By means of these grooves the balls are returned to the bowlers, boys being placed for that purpose on raised seats beyond the pins.

5. The balls here laid on the marked line at the bowler's end of the platform show whence they are delivered by the player after he has taken his run along five or six feet of the platform.

6. The balls lying in the grooves show how they are delivered to the bowler. They are returned to him at every setting up of the pins.

At the further end of the platform is a recess of a few feet for the pins to fall in, and beyond this (to stop the balls) is a cushion covered with hide, which swings on hinges, and is reverberated by springs.

The chief art in playing at this somewhat athletic game seems to consist in hitting the apex or point-pin a half ball, (the larger the ball, the greater the chance of success,) but dexterity is only to be acquired by practice. Some players are so expert as to throw down the whole ten pins at one blow several times in succession, and as they are allowed three balls to each division, or setting up of the pins, those which are spared count in addition; thus if a player at starting should knock down all the ten pins at one blow, this would count ten, and would leave a *double spare* or two spare balls, with which if he threw down eight more, he would add that number to his score and count eighteen in the first division, and then go on to the second division with his next three balls. If by a run of luck or skill the player should knock all ten pins with single balls, six times in the course of his ten *divisions*, he would have twelve balls to spare and would therefore be entitled to add to his score whatever he could make with them. When the ten pins are thrown down with two balls, one ball is spared, and counted after the same manner. The highest number it is possible to make with the balls allotted to the ten divisions, is three hundred, *i. e.* ten for each of thirty balls.—The mode of keeping count is on a chequered slate of ten times ten squares, numbered from one to ten down the left or front side, the initials of the different players being placed at the head of the columns. It is usual either for players to follow alternately in single divisions or to play 2, 3, or 5 divisions, at a standing, as may be agreed.

The uninitiated had better not be too fierce in his first onslaught, especially if he play with heavy balls, as the exercise is likely to try the muscles of his arm rather severely, and may leave a reminiscence for some days afterwards.

The balls are usually of four different kinds, varying in size from four to eight inches in diameter, and from four or five to ten or eleven pounds weight.

RULES OF THE GAME.

1. Any number of players (not exceeding ten) can play together; the lowest half-division paying the game of the highest.

2. In playing, all pins knocked down considered fair, whether obtained by a front or back (*i. e.* reverberated,) ball.

3. No gentleman allowed to stand on the platform in front of the alleys except the players.

4. All ties to be decided by a single ball.

5. The marked line on the alleys is the utmost limit allowed to players in advancing to deliver the ball.

6. Should any dispute arise between players, the Marker to be called as umpire, and his decision to be final.

7. Pitching or lofting the balls is not permitted, and any player doing so (after notice) forfeits his game from that point.

There are several other varieties of the game played in the United States, among which are the following:

NINE BALL GAME, SOMETIMES CALLED BALTIMORE GAME.

Any number may join in this; each player has nine balls. He may play on until out, or rest on each hand of three balls. Where two are engaged, the one making the least number of pins, pays for the game.

This is, however, often played as a match, in which case if five are rolling, the two highest are clear, the third pays half a game, and the two lowest each pay for a whole game. The same proportion is to be observed when the number of players is increased. Spare balls are counted in this as all others, except the Philadelphia Game.

MATCH GAME

Is played leg and leg, as it is called. Any even number of persons may join, rolling against the same number, three balls only to each. Two semi-circles are drawn on the board, facing outwards, in which the legs of the game are to be marked.

The result of each hand of three balls is put down, until all are out, when the lowest party have one leg marked against them. Thus: party A and party B are playing: the first make on all their balls, 65; the last, 50; party B loses one leg of the game. They roll again, when party B makes 60, and party A 50 A here loses one leg; the third rolling decides the game, by the lowest party paying.

I have here supposed the game to be best out of three rollings, though this is optional with the player. I should prefer five legs to the game, the interest being much greater; and again many persons who are not constant players require two or three balls to be accustomed to them and the alleys. The price of this is double that of the Baltimore.

PHILADELPHIA GAME.

Nine balls to each player, spare balls not counted; each hand rolls out his nine balls, counting the actual number

of pins down, and when all are down they are set up again, continuing until the nine balls are out. An unskilful ball may sometimes, by striking out the head centre pin, make it no easy task to count a large number.

WITHOUT THE CENTRE PIN.

This is played by merely removing the head centre pin. As remarked in the Philadelphia Game, a good player only can make any large number, the ball often passing through the opening thus made, without striking either of the pins.

COCKED HAT

Is played by placing three pins up; the two quarter are outer, and the head centre pins. In many other games, strength and chance may sometimes do much for one, but in this skill only can be successful.

FOUR PIN GAME.

The two quarter, the head and back centre pins, are placed on the alley the same as "Cocked Hat," with the addition of the back centre pin. As in Cocked Hat, a poor player must always lose.

TO LEAVE CENTRE PIN STANDING.

A difficult game even for a skilful player. The object is to make but nine pins, which counts one; a ten-strike, or where all the pins are down by three balls, counts nothing.

BOSTON GAME.

In this game the four back pins only are left standing.—Three balls to each player. One pin out will count six, but the whole five must be down to count ten.

GAME FOR THE SMALLEST NUMBER.

This is a singular, but not less interesting game than any other played.

In all the others the object is to make as *many* pins as possible; in this to make as *few*.

Thus the balls must all run off the end of the alley, as

these rolling off before reaching the end will each count ten. A good player may sometimes get but one pin—a good player only can do this. Three balls allowed each player. In a party of two or three the largest number of pins pays, an increased party the same proportion.

I have seen ordinary players make more pins at this game than when counting by numbers, as the ball must be nicely balanced that will strike but one pin in passing off the end of the alley.

COUNTING OLD AND NEW.

This is rarely understood by occasional players, but may be learned by a few moments practice on the board.

The players having each nine balls, should the first ball bring the frame down, in other words be a ten-strike, the player will mark a double check mark above his first compartment; should his second produce the same number, a similar mark above the space to the right; if the third has the same result a double check is marked in the third space.

Thus,—the player's initial to the left of his game—

A	‡ 30	‡ 28	‡ 18	—76. This is made with 5 Balls.
B	† 20	‡ 20	† 20	—60. This with 6 Balls.

Explanation.—His fourth ball will count the number of pins made with it, adding the two spares or 20; thus, if he make with his fourth ball 8 pins, he has on his second compartment 28. Should his fifth ball roll off the alley, he will have made 18, the number counted on the previous spares.

The above method is extensively used in the cities, having been adopted from the fact of reducing the time occupied by one game, whilst it is equally interesting with the plan of counting for the three balls, separately, and at the same time gives the player an opportunity of making a heavy game.

HORSE-RACING.

From the Rules and Regulations adopted by the Camden and Philadelphia Club, September 19, 1836.*

There shall be two distance judges, and three patrole judges, who shall repair to the judges' stand after each heat, and report the nags that are distanced, and foul riding, if there be any.

All disputes shall be decided by the judges of the day, from whose decision there shall be no appeal, unless at the judges' discretion, and no evidence shall be received of foul riding, except from the judges and patroles.

Every horse shall carry weight according to age, as follows:

An aged horse	126	pounds.
Six years old	121	"
Five years old	114	"
Four years old	104	"
Three years old	90	"
Mares, fillies and geldings allowed	3	"

When in running, a distance is

In four miles	120	yards.
In three miles	90	"
In two miles	70	"
In one mile	45	"

The time between heats shall be as follows:—

For four mile heats	35	minutes.
For three mile heats	30	"
For two mile heats	25	"
For mile heats	20	"

All sweepstakes advertised to be run over the Camden and Philadelphia Course on any day of the regular meetings of this club, shall be under the cognizance of this club, and no change of entries once made, shall be allowed after closing, unless by the consent of all the parties.

No person shall start a horse for any purse under the control of this club other than a member, he being at least one-third bona fide interested in the purse, and producing satisfactory proof of his horse's age; nor shall any member start a horse, if his entrance and subscription be not paid before starting.

No two riders from the same stable shall be allowed to ride in the same race, nor shall two horses from the same

* With such references as will apply to all clubs south of the Potomac river.

stable, or owned in whole or in part, by the same person, be allowed to enter in the same race for any Jockey Club or Proprietor's Purse over this course; and in the event of such double entry being made, neither shall be allowed to start.

Riders, after a heat is ended, must repair to the judges' stand and not dismount until ordered by the judges, and then with their saddles repair to the scales to be weighed: nor shall any groom or other person approach or touch any horse, until after his rider shall have dismounted; a rider dismounting without such permission, or wanting more than one pound of his weight, shall be considered distanced.

No compromise or agreement between any two persons entering horses, or their agents, or their grooms, not to oppose each other, upon a promised division of the purse, or any other motive, shall be permitted or allowed, and no persons shall run their horses in conjunction, that is, with a determination to oppose jointly any other horse or horses which may run against them. In either case, upon satisfactory evidence being produced before the judges, the purse shall be awarded to the next best horse, and the person so offending shall never again be permitted to enter a horse on this course.

The horse who has won a heat shall be entitled to the track, and the foremost entitled to any part of the track, he leaving sufficient space for a horse to pass him on the outside, but he shall not, when locked by another horse, leave the track he may be running in, to press him to the inside or outside, doing of which shall be deemed foul riding.—Should any rider cross, jostle, or strike an adversary, or his horse, or run on his heels intentionally, or do anything else that may impede the progress of his adversary, he will be deemed distanced, though he may come out ahead, and the purse given to the next best horse; any rider offending against this rule, shall never again be permitted to ride over, or attend any horse on this course.

If any nag shall run on the inside of any pole, he will be deemed distanced, although he may come out ahead, and the purse be awarded to the next best horse, unless he turns round and again enters the course at the point from which he swerved.

A horse that does not win a heat out of three, shall not be entitled to start for a fourth, although he may have saved his distance, but shall be considered better than a horse that is put behind the pole.

Horses shall take their ages from 1st of January, that is, a horse foaled in 1835, will be considered a year old 1st January, 1836.*

* At the South-west horses take their ages from the 1st of May, and run in March and April with a year's less weight than they would be obliged to carry at the North at the same season. This accounts for the very quick time which has been made on the Southern courses.

A signal shall be given from the judges' stand five minutes before the time of starting, after the lapse of which time, the judge shall give the word to such riders as are ready, but should any horse prove restive in bringing up, or starting, the judges may delay the word a short interval, at their discretion.

A distanced horse in a dead heat, shall not be permitted to start for another heat in that race; when a dead heat is made, all the horses distanced may start again, unless the dead heat be made between two horses that if either had been winner, the race would have been decided. In which case the two only must start to decide which shall be entitled to the purse. Such horses as are prevented from starting by this rule, shall be considered drawn, and all bets made on them against each other shall be drawn, excepting those put behind the post.

If a rider falls from his horse, and another person of sufficient weight rides him in, he shall be considered as though the rider had not fallen, provided he returns to the place where the rider fell.

Any person entering a horse younger than he really is, shall forfeit his entrance money, and if the horse wins a heat or race, the heat or purse shall be given to the next best horse. If the objection be made to the age of the horse, after a heat or race is run, the disqualification must be proved by the person making the objection.

If a horse be entered without being properly identified, he shall not be allowed to start, but be liable for forfeit, or the whole if play or pay—all bets on a horse so disqualified void.

Where more than one nomination has been made by the same individual in any *sweepstakes* to be run over this course, and it shall appear to the satisfaction of the club that all interest in such nominations has *bona fide* been disposed of before the time of starting, and that they have not been trained together, or in the same stable, both may start, although standing in the same name.

No conditional nomination or entry shall be received.

Should any person entering a horse *formally* declare to the judges that his horse is drawn, he shall not be permitted to start.

No horse shall carry more than five pounds over his stipulated weight, without the judges being informed of it, which shall be declared by them, whereupon all bets shall be void except those made between the owners of such running horses. Every rider shall declare to the judge who weighs him, when and how his extra weight, if any, is carried. The owner is held responsible for putting up and bringing out the proper weight. He shall also be bound, before starting, to weigh his rider in the presence of the judges.

When, in the opinion of a majority of the officers of the club, the weather, or any good cause shall require it, they

may postone any purse race; but in case of such postponement of a purse race, shall give no authority to postpone any sweepstakes or matches made or advertised to be run that day.

When the tap of the drum is once given by the starting judge, there shall be no calling back, unless the signal flag shall be hoisted for that purpose, and when so hoisted it shall be no start. To remedy the inconvenience of false starts, there shall be a signal flag placed at a point which can be readily seen by the riders, at one to three hundred yards from the judges' stand. When a start is given and recalled, a flag from the judges' stand shall be displayed, and the person having in charge the signal flag shall hoist the same as a notice to pull up. It shall be the duty of the starting judge to give this in charge to the riders.

In the event of the club postponing a regular meeting, it shall give them no power to postpone any matches or sweepstakes made for that meeting.

In sweepstakes and matches made to run at a particular meeting, without the parties specifying the day, the proprietor must give ten days' notice of what days they will be run during the meeting.

A bet made after a heat is over, if the horse betted on does not start again, is no bet. A confirmed bet cannot be off without mutual consent.

If either party be absent on the day of a race, and the money not staked, the party present may declare the bet void in the presence of the judges before the race commences; but if any person offers to stake for the absentee, it is a confirmed bet.

A bet made on a heat to come is no bet, unless all the horses qualified to start shall run, unless the bet be between such named horses as do start.

The person who bets the odds, has a right to choose a horse or the field. When he has chosen his horse, the field is what starts against him, but there is no field unless one starts with him. If odds are bet without naming the horses before the race is over, it must be determined as the odds were at the time of making it. Bets made in running are not determined till the purse is won, unless the heat be specified at the time of betting. Bets made between particular horses are void if neither of them be winner, unless specified to the contrary. Horses that forfeit are beaten horses where it is play or pay.* All bets, matches, and engagements are void on the decease of either party before determined. Horses drawn before the purse is won, are distanced. A bet made on a horse that does not start is void. When a bet is made upon a heat, the horse that comes first

* South of Philadelphia the rule is, where bets are made between two horses in a race, the one which shall come first to the winning pole (though not winner of the purse) shall be the best of the race.

to the ending post is best, provided no circumstance shall cause him to be distanced. All bets are understood to relate to the purse, if nothing is said to the contrary.

When two horses are betted against each other for the purse, if each win a heat, and neither distanced, they are equal. If neither win a heat and neither distanced, they are equal; but if one wins a heat and the other does not, the winner of the heat is best unless he shall be distanced, in which case the other, if he saves his distance, shall be considered best. If a horse win a heat, and is distanced, he shall be better than one that does not win a heat, and is distanced; so too if one be distanced the second heat, he shall be better than one distanced the first heat, &c.

The words *absolutely* or *play* or *pay* necessary to be used to make a bet play or pay; done and done also necessary to confirm a bet. If a bet be made using the expression *play* or *pay*, and the horse dies, the bet shall stand, but if the owner dies, the bet is void.

In sweepstakes and matches, the judges shall draw for the track. In purse races they shall take their places as drawn the preceding evening by the secretary.

Catch weights are each person to appoint a rider without weighing. Feather weight signifies the same thing. A post stake is to name at the starting post. Handicap weights are weights according to the supposed ability of the horse. An untried stallion or mare, is one whose get or produce never started in public. A maiden horse or mare is one that never run.

A horse receiving forfeit, or walking over, shall not be deemed a winner.

In a match race of *heats* there shall be a distance, but none in a single heat.

COCKING.

This game, if it may be so called, had its rise and adoption in the earliest times among the Barbarians, Greeks, and Romans. It appears to have been a standard diversion among the latter at the time they abolished the combats of the gladiators in the Arena. The islanders of Delos, it appears, were great lovers of cock-fighting. Tanagra also, a city in Bœotia, the isle of Rhodes, Chalcis in Eubœa, and the country of Media, were celebrated for their partiality to and their breed of chickens. It has continued a sport among the English for a long period, although now much on the decline.

Directions for breeding Game Cocks.

The breeding cock should be selected from a strain which has generally, if not always, gained the odd battle when equally matched; be also thoroughly convinced that he is quite sound, by attending to his mode of feeding where, should he eat corn enough to make his crop very hard, and digest the same speedily, that is as sure a token his constitution is good, as that it is rotten when he eats but little, and has besides a bad digestion. To be still more sure, try also by running him down in a field, and sparring with another cock, at either of which, if he is unsound, he will turn black in the face. Try the hens too in like manner.

The cock ought to have a long thin head, or very taper, if short; full large eyes, stout crooked beak, thick long neck, short compact body, round breast, firm stout thighs, well placed up to the shoulders, long strong legs, and if they agree in colour with the beak, it is reckoned a perfection; broad thin feet, and very long claws; a stately walk, and an upright easy carriage, his wings not lying close on his back, but rather extended.

A cock possessed of the preceding qualifications, in condition to fight, ought not to weigh more than 4 lb. 10 oz., for when above that weight, and the hens of a

good size, their progeny, if well walked, will be too large to fight, being beyond the articles; and if the cock is much less in weight than 4 lb. 8 oz. the chickens will not have the due share of bone requisite to contend with cocks that are true bred. The hens should correspond to the cock in feather, shape, and make, with bodies sufficiently roomy behind for the production of large eggs.

The breeding walk should be where there are outhouses for shelter in bad weather, on a dry soil, all the better if gravelly, at a distance from any house where fowls are kept, lest the hens should be trod by other cocks: and, if possible, where there is a constant rill of clear water running near the house, as all foul water, especially soap suds, causes the roop, a fatal disease that never can be thoroughly cured.

In February, put the cock and not more than three or four hens together, and let them be sisters, if possible, for greater certainty in breeding. Before the hens begin laying, provide distinct and separate nests for them, else they will be apt to quarrel and fight, till they at last entirely spoil one another. The first egg being usually smaller than the others, mark and leave that in the nest; take out all the others the same day they are laid, write on, and put them in a box with bran. When the hens begin to grow broody, put the eggs laid by in the nest, as most likely to produce good chickens. Plenty of food and water should always be near the sitting hens, and if they are in a covered place, lay a quantity of gravel upon it. Those chickens are of little value that are hatched later than May; and those hatched before the end of March are often cramped by cold; such as are later than the beginning of June never run cocks so high upon leg, light fleshed, or large boned. If the weather turns out dry, and the sun shines, the chickens may be put out of doors, even the day after they are hatched, confining the hens under crates.

For the first fortnight the chickens should be fed on bread and eggs mixed, besides grits; and if kept in a room, where they cannot get insects, let them have some raw bones of beef or mutton to pick, with a supply of fresh cool water. Feed them three times a day with as much as they can eat. After the hens are removed, put the brood cock along with the cock chick

ens, whom he will keep in proper subjection, provided no hens come near them.

With a view to try the virtue of a brood, choose from those hatched early, some of the stags that are shortest upon leg, get them weighed into a match to fight in the main about March the year after they are hatched; bestow great attention to their mode of fighting, and the reputation of the cocks they contend with; and if they keep the battle equally up, and only seem beat by age, they will most likely make excellent cocks.

RULES AND ORDERS.

On the day of weighing, he whose chance it is to weigh last is to set his cocks and number his pens, both byes and main, and deposit the key of the pens upon the weighing table, (or the adversary may put a lock upon the door,) before any cock is put into the scale; and after the first pack of cocks is weighed, a person appointed by him that weighed first shall go into the other pens to see that no other cocks are weighed but what are numbered and so set, if they are within the articles of weight that the match specifies; but if not, to take the following cock or cocks, until all the number of main and bye cocks are weighed through. When they are all weighed, proceed directly to match them, with the least weight first, and so on; and equal weights or nearest weights to be separated, if by that separation an increased number of battles can be made: all blanks must be filled up on the weighing day, and the battles struck off and divided for each day's play, as previously agreed on, and the cocks that weigh the least are to fight the first day, and so upwards.

At the time assented to by both parties, the cocks that are to fight the first battle are produced upon the pit by the feeders, or their helpers; and after an examination to see whether they correspond with the marks and colours stated in the match bill, they are given to the setters to, who, after chopping them in hand, give them to the masters of the match, (who always sit fronting each other,) when they turn them down upon the mat; and by no means are the setters to to touch them, except they should hang in the mat, in each other, or get close to the pit's edge, until they shall cease fighting, while

a person can tell forty. When both cocks leave off fighting, until one of the setters to, or one appointed for stating the law, can tell forty gradually; then the setters to are to make the nearest way to their cocks, and when they have taken them up, to carry them into the middle of the pit, and directly deliver them on their legs beak to beak, and not to touch them again until they have refused fighting, so long as the teller of the law can tell ten, unless they are on their backs, or hung in each other, or in the mat; then again they are to set-to as before, and continue it till one cock refuses fighting ten several times, one after another, when it is that cock's victory that fought within the law. Now and then it happens that both cocks refuse fighting while the law is telling; in this case a fresh cock is to be hovelled, and brought forward upon the mat as soon as possible, and the setters-to are to toss up, which cock is to be set to first, and he that gets the chance has the choice. Then the other which is to be set to last must be taken up, but not carried off the pit; and setting the hovelled cock down to the other, five separate times, telling ten between each setting-to, and the same to the other cock; if one fights and the other declines, the fighting cock has the battle; should both fight, or both refuse, it is a drawn battle. The meaning of setting-to five times to each cock, is that ten times setting to being the long law, so on their both refusing, the law is to be equally shared between them.

Deciding a battle by another way, is, if any one offers to lay ten pounds to a crown, and no one takes it until the law-teller counts forty, and calls out three separate times, "Will any one take it?" and if no one does, it is that cock's battle the odds are laid on, and the setters-to are not to touch the cocks all the time the forty is telling, unless either cock is hung in the mat, or on his back, or hung together. If a cock should die before the long law is told out, notwithstanding he fought in the law, and the other did not, he loses the battle.

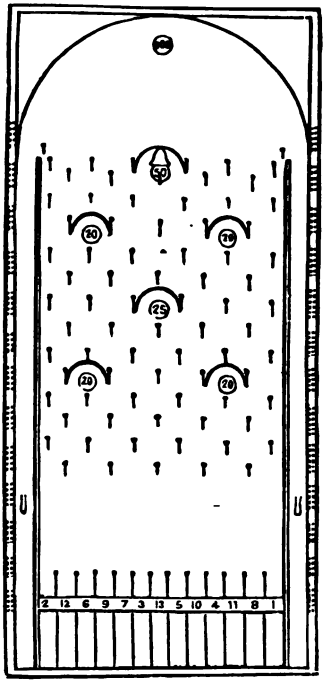
There are often disputes in setting to in the long law, for frequently both cocks refuse fighting until four or five, or more or less times, are told; then they sometimes commence telling from that cock's fighting, and counting but once refused, but they should continue their counting on, until one cock has refused ten times:

or it is for both cocks, when the law is begun to be told: and if one cock fights within the long law, and the other not, it is a battle to the cock that fought, reckoning from the first setting to. All disputes relative to bets, or the battle being gained or lost, must be decided by the spectators. The crowing and mantling of a cock, or fighting at the setter-to's hand before he is put to the other cock, or breaking from his adversary, is not allowed as a fight.

Each feeder has a particular mode of dieting and preparing cocks for battle: the following is a good method. After cautiously examining whether the cocks are sound and hard feathered, keep them in separate pens, with moveable perches within; keep the pens peculiarly clean, and feed them with the crumb of stale bread cut into square pieces, giving each a handful at sunrise, noon, and sunset, with cool spring water for drink; after thus feeding for four or five days, let them spar some morning with one another in a room covered with straw, or on a grass-plot, first guarding their heels with hots, or leather spurs; let them spar some time, but not so far as to draw blood. When they pant and appear faint, give to each about the size of a walnut of white sugar candy, rosemary chopped, and butter, mixed together; this will increase their strength, cleanse them, and render them long winded: immediately after this, put them into separate bags or baskets half filled with straw, then cover them with the same material, and make them fast, in order that the cocks may sweat till evening: at night take them out, lick their eyes and head all over with the tongue, fill their throats with stale bread, and pour warm urine therein, which will cleanse both their heads and bodies. Exercise and diet them with stale bread and whites of eggs regularly, one day sparring and the next feeding and resting, with now and then the scouring, for at least a fortnight previous to the battle.

RUSSIAN BAGATELLE.

Elevated end of the board, which is an inclined plane, lowest at the striking end.



RUSSIAN BAGATELLE,

OR

COCKAMAROO TABLE.

DESCRIPTION OF THE BOARD.

100. A cavity for the red ball to be placed in, at the commencement of the game *only*. It counts double, *i. e.*, 100, as marked inside.

50. An arch with a bell suspended within it, which, if rung by any ball in passing through, counts double for whatever that ball may score by the stroke. If it does not pass through, but merely falls into the cup underneath, it counts only as marked, *i. e.*, 50.

The remaining arches, with cups beneath them, count respectively as marked, viz., 20 on the sides, and 25 in the centre.

The pegs are brass pins, standing up, about 1½ inches in height.

There are slightly indented spots (one on each side of the board), from which the balls are projected.

2, 12, 6, 9, 7, 3, etc., cavities into which the balls run; they count according to the numbers placed above.

The board, which is generally four feet six inches in length, and two feet four inches in width, is lined with superfine green cloth

Rules of the Game.

I. Commence the game by stringing for the lead, as well as for choice of balls and side of board; the player who gets the highest number takes the lead.

II. The leader must place his ball in the cavity on the side of the board he selects, and play it up, counting the points he may make by the stroke; after which, his opponent plays from the opposite side of the board; and so on alternately.

III. When a ball lodges on the board without going into a hole or running down to the bottom, the game must be continued with the other ball, each player using it alternately —whoever removes the ball so lodged scores the number of points made by both the balls, and the game proceeds as at first. Should both the balls be lodged on the board, that

ball which was last stopped must be taken up and used to continue the game.

IV. The player continues to lead as long as he can hole his ball in any of the *cups*.

V. The game to consist of one hundred or more, as may be agreed upon at the commencement.

VI. If the player's ball ring the *bell*, that is, passes through the bell arch, he scores double the number he would otherwise gain by the stroke.

VII. Playing into the top hole (marked 100) is the game at once.

VIII. Should the ball go round to the opponent's side the striker loses five points and the lead; or should he play his ball up, and it returns without going on the board, he loses one point and the lead.

IX. The winner of the game takes the lead in the next.

BAGATELLE GAMES.

THE following games are played on a board, which is usually from six to ten feet in length, and from one foot nine inches to three feet wide, lined with green cloth; a slip of thin wood being placed round the inside of its upper end, to form a semicircle.

There are nine cups let in level with the cloth, numbered one to nine, into which the balls are to be driven in playing the two first-mentioned games. (La Bagatelle and Sans Egal.)

There is also a bridge with small arches, likewise numbered from one to nine, and through which the balls are to be driven in playing the two last-mentioned games (Mississippi and Trou Madame) when the cups are not used.

There are likewise two small cushions placed against the sides, to be used in the game of Mississippi; or instead of these the boards are sometimes stuffed round the sides.

LA BAGATELLE.

Any number of players may join in this game, and use either the mace or cue, as may be agreed.

Each player strikes a ball up the board, and whoever gets the highest number is entitled to the lead, and takes possession of the nine balls.

The black ball (which counts for double) is placed on the white spot in front of the holes, at the beginning of every round, and must in the first instance be struck by one of the other balls before there can be any score.

The striker's ball must be placed on the white spot nearest the other end of the board, and is to be struck with the mace or cue at the black ball, the object being to put it into one of the holes. The rest of the balls are to be played up in the same manner, either at the outstanding balls, or for the holes.

Any number of rounds may be played for the game, as may be agreed upon at its commencement.

The player who obtains the greatest number — counting the holes into which he puts the balls, according to the figures marked within them—wins the game.

The holes along the edges of the board are for the purpose of marking the game.

Any ball that rebounds beyond the centre, or that is driven off the board, cannot be used again during that round.

SANS EGAL.

This is played by two persons.

The player who leads, which is decided as in bagatelle, chooses four balls of either color, and places the black ball on the mark in front of the holes, and begins by striking one of his balls up the board.

The other player then strikes one of his balls in the same manner, and so on alternately.

He that holes the black ball counts it towards his game, and also all that he may hole of his own color.

If a player should hole any of his adversary's balls, it counts for the owner of the balls.

The player who makes the greatest number of points in each round takes the lead in the next. The game is 21, to 31, according to the arrangement between the players.

MISSISSIPPI.

Place the bridge close up to the circle, and the small cushions against the sides.

Each player is then to strike one ball through the bridge, and he who gets the highest number has the lead, and plays the nine balls in succession.

All balls must strike one of the cushions previous to entering the bridge; otherwise the number reckons for the adversary.

The game to consist of as many points as may be agreed on at its commencement.

TROU MADAME.

This is played in the same way as the preceding game, except that the balls are played straight from the end of the board through the bridge.

LOTO.

For this game, which may be played by an unlimited number of persons, boxes containing 100 counters; 14 fishes, every one reckoned as ten counters; 12 contracts, valued at ten fishes apiece; a pack of 24 very large cards, with 15 different numbers marked on each, and in a bag 90 knobs or balls, numbered from 1 to 90; besides a board with ten cavities cut therein, for the purpose of placing the knobs as drawn. Fresh covers for the cards may be purchased, ready printed, and any bookbinder can easily make a new or repair the old pack.

Rules.

1. Every player should draw two cards, and deposit a stake previously agreed upon; and if the party is not too numerous, then any may take four or six cards, laying down a double or treble stake accordingly; and when the players are more than twelve, then some are only to have one card, paying half a stake; and likewise should the players not take all the cards among them, the remainder of the pack is to be laid aside until some other persons join the set. From the cards not taken, players may exchange one or more of those drawn, or they may change with one another; similar exchanges, if the company consent, may also be made previous to each drawing, and likewise prior to replenishing the pool. Cards may be thrown up, or additional ones drawn from those put by; stakes being paid proportionably.

2. The stakes are to be put together in a pool, placed on the middle of the table, and also on the table a quantity of counters sufficient for the number of cards taken; upon the counters a value is to be fixed adequate to the stakes first deposited, from the whole of which a sum must be reserved, enough to pay, at the conclusion of the game, all the counters laid upon the table.

3. Then after counting the 90 knobs so as to be certain they are right, the eldest hand shall first shake them well together in the bag, and afterwards draw out ten successively, not only declaring the number of each as drawn, but also placing the same conspicuously on the board.

4. As soon as the number is declared, each player having the same on one or more cards is to take up counters sufficient to lay one upon that number every time it occurs, and so on until the ten knobs are drawn.

5. When only part of the pack is taken, and a number drawn happens not to be upon any player's card, then the players may put away that knob till some person takes the card on which it is printed.

6. When ten knobs are drawn out, every player examining the cards separately, and having only one counter upon any horizontal line, wins for that no more than the said counter, which is styled gaining by *abstract;* where two counters are on the same horizontal line of a separate card, the player gains an *ambo*, and becomes entitled to five counters, besides the two; when three are upon the same line, the player obtains a *terne*, and is to receive 25 additional counters; if four are on the same line, that is called a *quaterne*, winning 100 counters additional; when five occur on the same line, that makes a *quinterne*, gaining 250 additional counters, and the player is entitled to payment out of the pool for all the above-mentioned acquisitions previous to another drawing. Instead of giving counters, payment for the same may at once be made from the stock in the pool.

7. The knobs are then to be returned, and the bag given to the next player in rotation, who is to shake the same, and draw, etc., as before stated.

8. Whenever the pool is exhausted, the players must contribute again, according to the number of cards taken; and when it is resolved to finish the game, they agree among themselves to have only a fixed number of drawings more.

9. At the last drawing each player proceeds as heretofore directed, but the drawing concludes when no more counters are left on the table. The players then beginning with the eldest hand, are to be paid out of the pool, as far as the money will go; and when that is expended, the others remain unpaid, which is styled a Bankruptcy: next the players are to re-unite the counters with those that were on their cards, and receive payment for them out of the fund reserved at the commencement of the game.

10. There are also cards of a new combination, which may be played by 6 = 12 = 18 = or 24, observing that when six cards only are taken, but one counter is given; if 12, two; if 18, three; and when 24, four counters; and also when but six cards are taken, they must be either from 1 to 6—7 to 12—13 to 18—or 19 to 24; if 12 cards, from 1 to 12—or 13 to 24—for 18 cards, from 1 to 18; and when 24, the whole number.

11. The counters may refer for the payment to the amount of the stakes deposited in the stock.

For 24 cards	.	.	.	.	144	times	10
" 18 "	.	.	.	.	108	"	10
" 12 "	.	.	.	.	72	"	10
" 6 "	.	.	.	.	36	"	10

There are other methods of playing at Loto, but the before-mentioned is the most approved.

COMPANION

TO THE

CARD-TABLE.

Few modes of domestic amusement have been so universally adopted, or have subsisted for so long a period, as Cards. Among all classes, in almost all countries, they have been generally resorted to as an agreeable source of relaxation; and some knowledge, of the more common games at least, has become nearly essential to those who mix in society. To afford the means of acquiring that knowledge is the object of the present publication,—in which the utmost care has been taken to give such a distinct and precise description of the manner of playing the different games as will enable the tyro in card-playing, with a little attention on his part, to acquit himself creditably in any company.

So many fatal examples have occurred of the ruinous effects resulting from the abuse to which cards, like various other amusements in themselves innocent, are liable, that it seems unnecessary to give any caution against fostering the growth of a spirit of gambling. We would, however, advise our young readers never to play for money—at least with persons whose characters they are unacquainted with; and seriously warn them, that if ever they feel an anxiety to meet a card-party in the hope either of retrieving losses or repeating gains, however small, they are then on the verge of a precipice which has hurried thousands to irretrievable ruin — to despair — to madness — and to death.

Sharpers frequently pare the ends of the court-cards, or honors, and the sides of the rest, or *vice versa*, so as to make

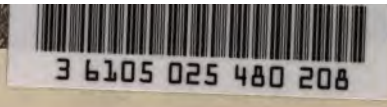
a slight difference in their length and breadth, and are thus enabled, with the assistance of nimble and practised fingers, so to shuffle and cut the cards as to baffle the efforts of their unfortunate victim to discover the cause of their *good luck*, as it will be called; — and by slightly bending particular cares at the middle and others at the corner, they can direct the novice unconsciously to cut in such a part of the pack as will best answer their own nefarious purposes. They also sometimes have packs of cards in which the aces, kings, &c., are faintly marked on the back with characters which are invisible to the uninitiated and unsuspicious, but by which they are able to ascertain into which hand the respective cards are dealt and thus to play a sure game.

HISTORY OF CARDS.

CARDS were invented about the year 1390, to divert Charles VI. of France, who had fallen into a melancholy disposition. The inventor proposed, by the figures of the four suits, or colors, as the French call them, to represent the four classes of men in the kingdom. By the *cœurs* (hearts) are meant the *gens de chœur*, choir men, or ecclesiastics; and therefore the Spaniards have *copas*, or chalices, instead of hearts. The nobility, or prime military part of the kingdom, are represented by the ends or points of lances or pikes. The Spaniards have *espadas*, swords, in lieu of pikes, and hence our name of *spades*. By diamonds are designed the order of citizens, merchants, or tradesmen, *carreaux* (square stones, tiles, or the like). The Spaniards have a coin, *dineros* which answers to it; and the Dutch call the French word *carreaux* "*strenen*," *i. e.*, stones and diamonds, from the form. *Trefle*, the trefoil-leaf, or clover-grass (corruptly called clubs), alludes to the husbandmen and peasants. But how this suit came to be called *clubs* is not easily explained; unless, borrowing the game from the Spaniards, who have *bastos* (staves or clubs) instead of the trefoil, we give the Spanish signification to the French figure.

The four Kings are named on the French cards David, Alexander, Cæsar, and Charles, representing the four celebrated monarchies of the Jews, Greeks, Romans, and Franks under Charlemagne. The Queens are named Argine, Esther, Judas, and Pallas, typical of birth, piety, fortitude, and wisdom. By the Knaves are designed the *esquires*, or servants to the knights (for *knave* originally meant only *servant*). Some imagine, however, that the knights themselves were designed by those cards, because Hogier and Lahire, two names on the French cards, were famous knights at the time cards were invented.




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